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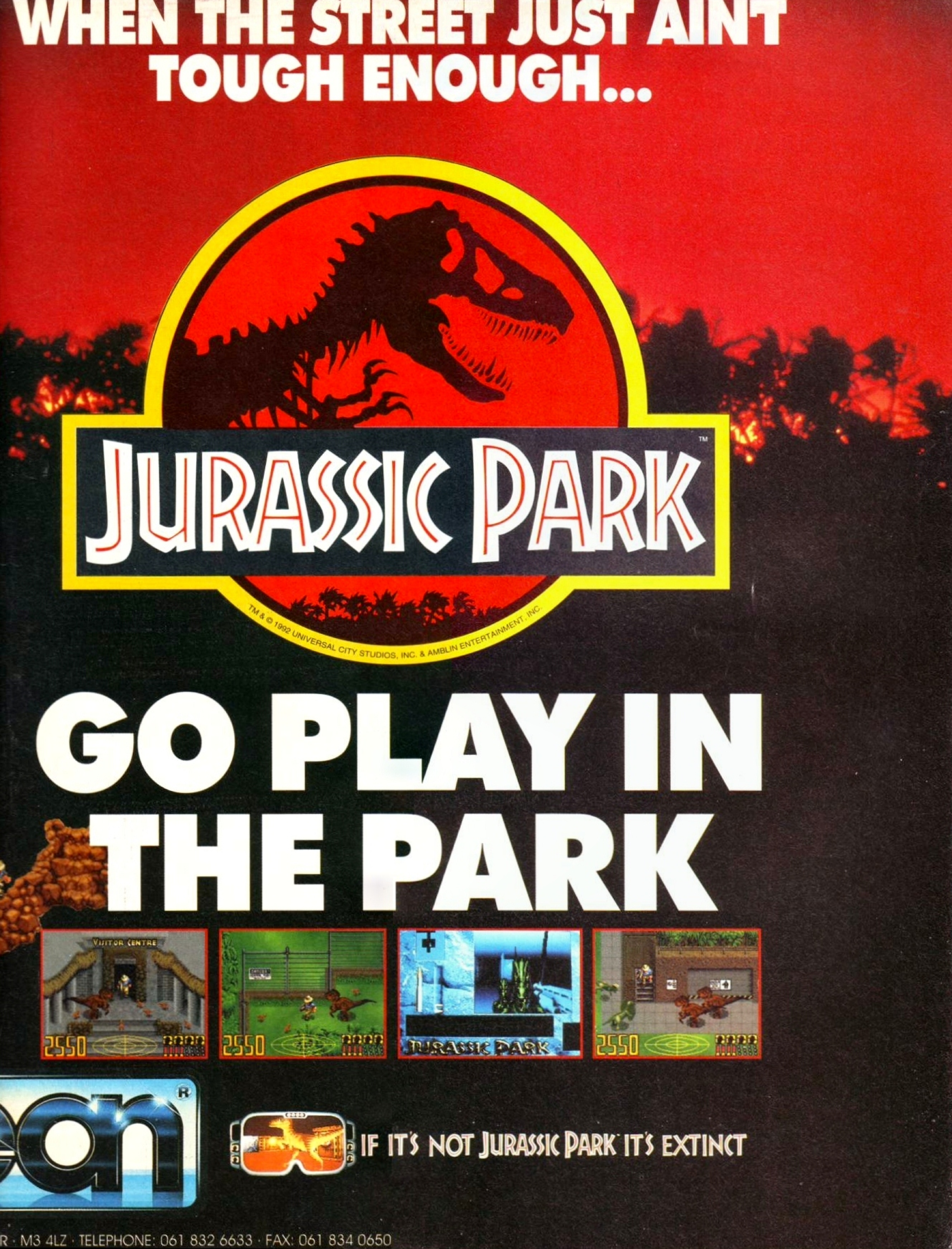
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At this time of year we always welcome new Amiga users. So if you got an Amiga for Christmas, check out below what's in this packed issue to help you get the most from your new machine.

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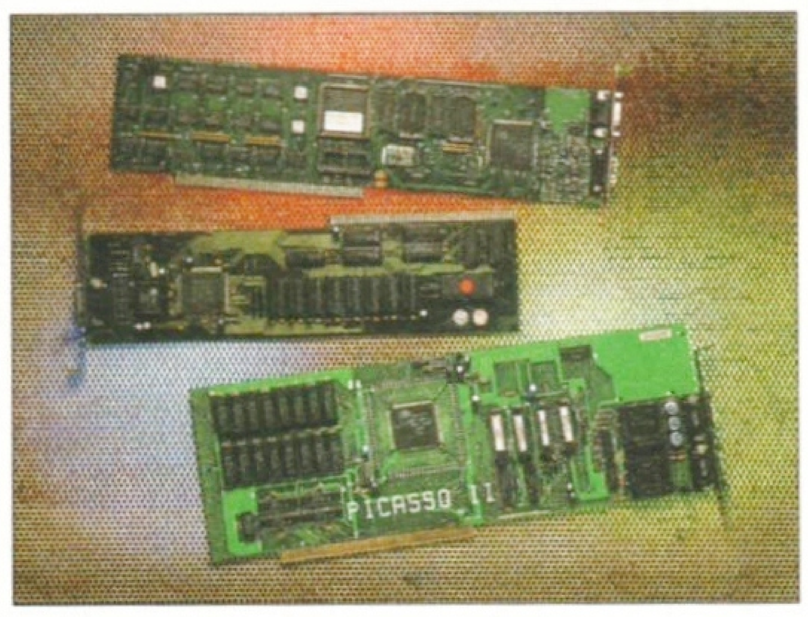
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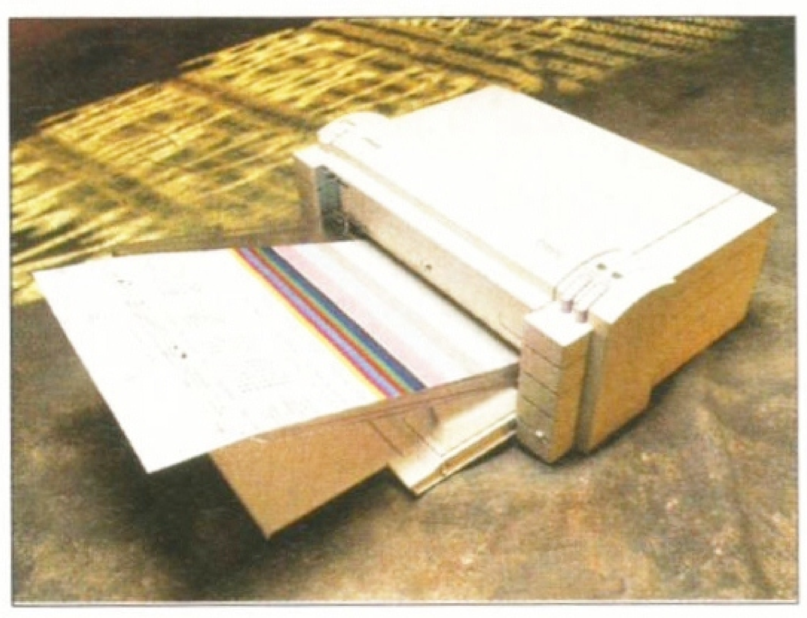
TOP NEWS STORIES


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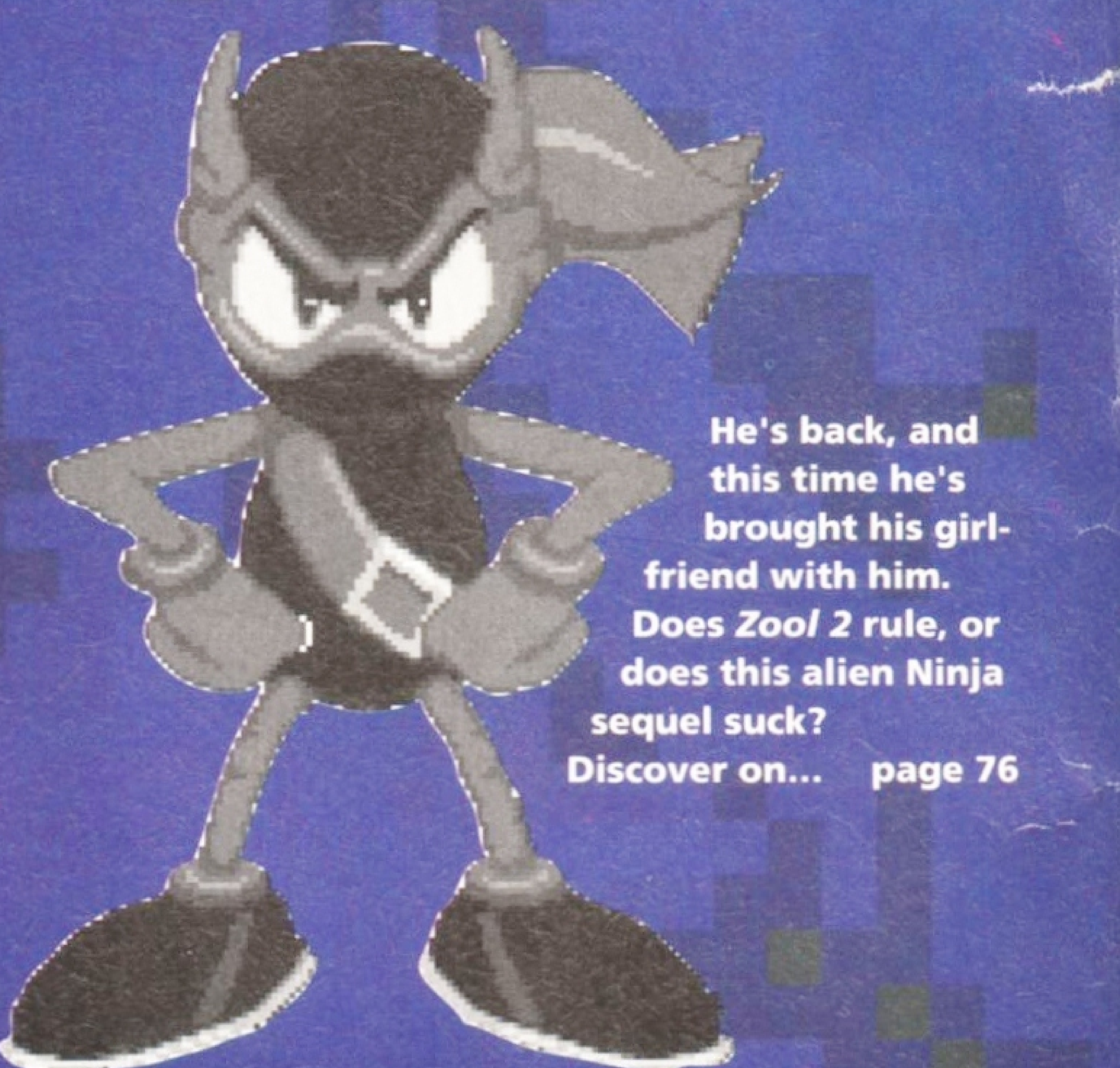


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He's back, and this time he's brought his girlfriend with him. Does *Zool 2* rule, or does this alien Ninja sequel suck? Discover on... page 76

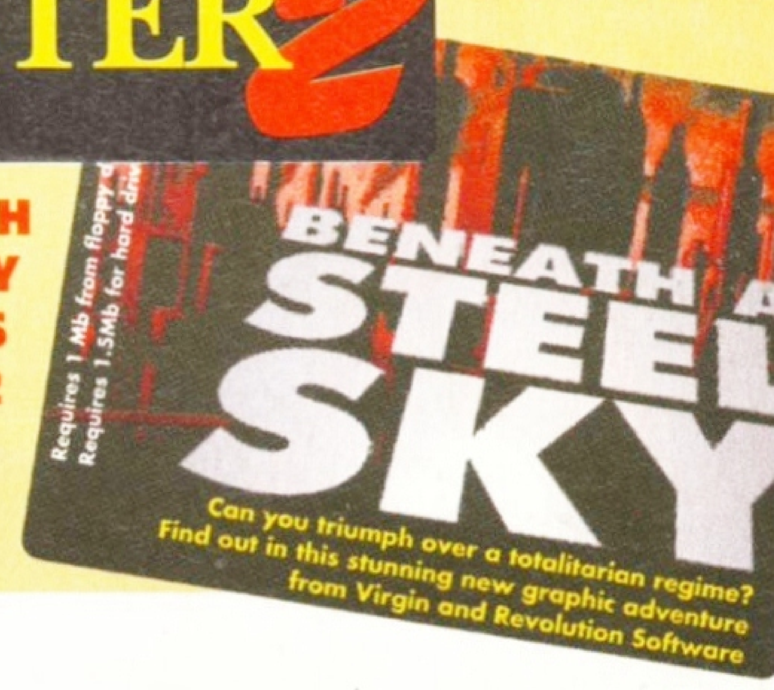
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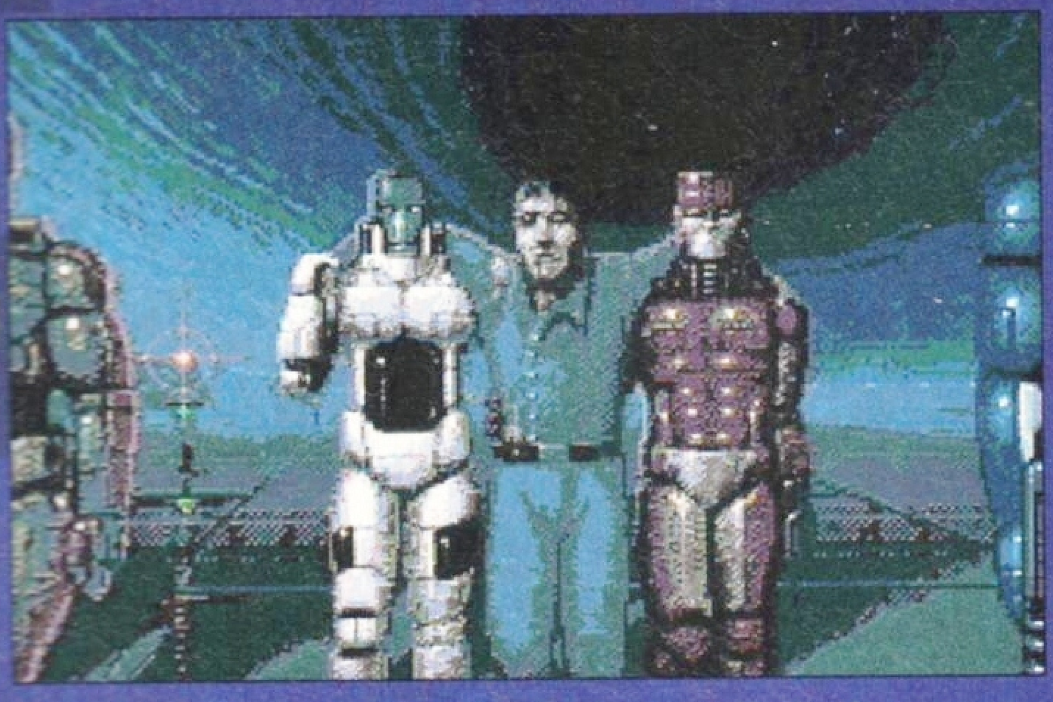


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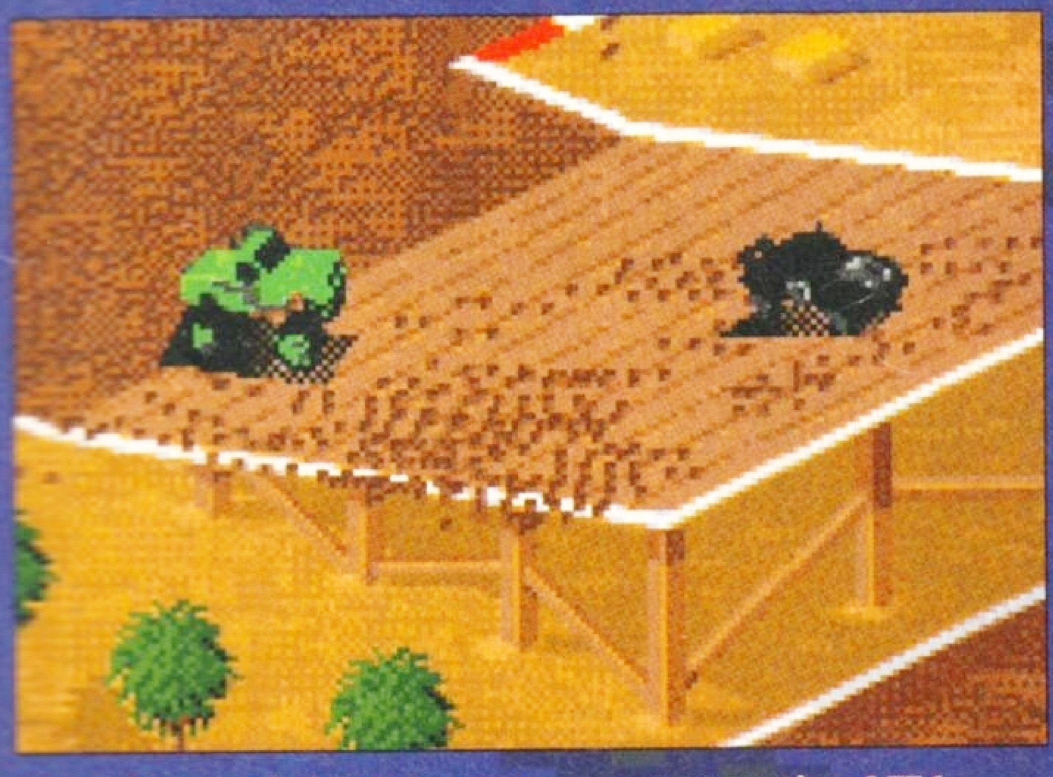
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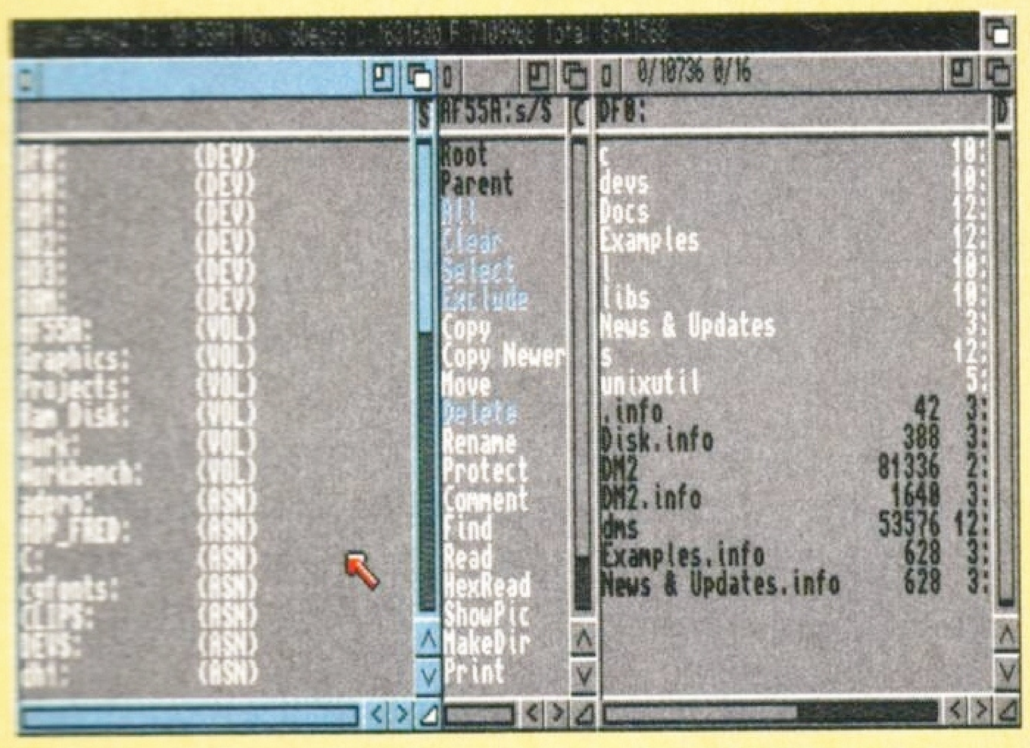


The Amiga is so good at so many things that it can be quite confusing just keeping track of all of its abilities. Knowing just what you need to make the most of those abilities can be even more confusing. That's where *Amiga Format* comes in. Every month we're here to help you get more power and more enjoyment from your machine. But this month we have a special feature designed to help new owners get to know their machines. There's plenty in there to teach experienced owners a thing or two as well. **page 22**

WIN!

POWER UP YOUR *A4000*

In the latest installment of our continuing saga of creating the ultimate A4000, we look at fitting hard drives and maths co-processors. **page 120**

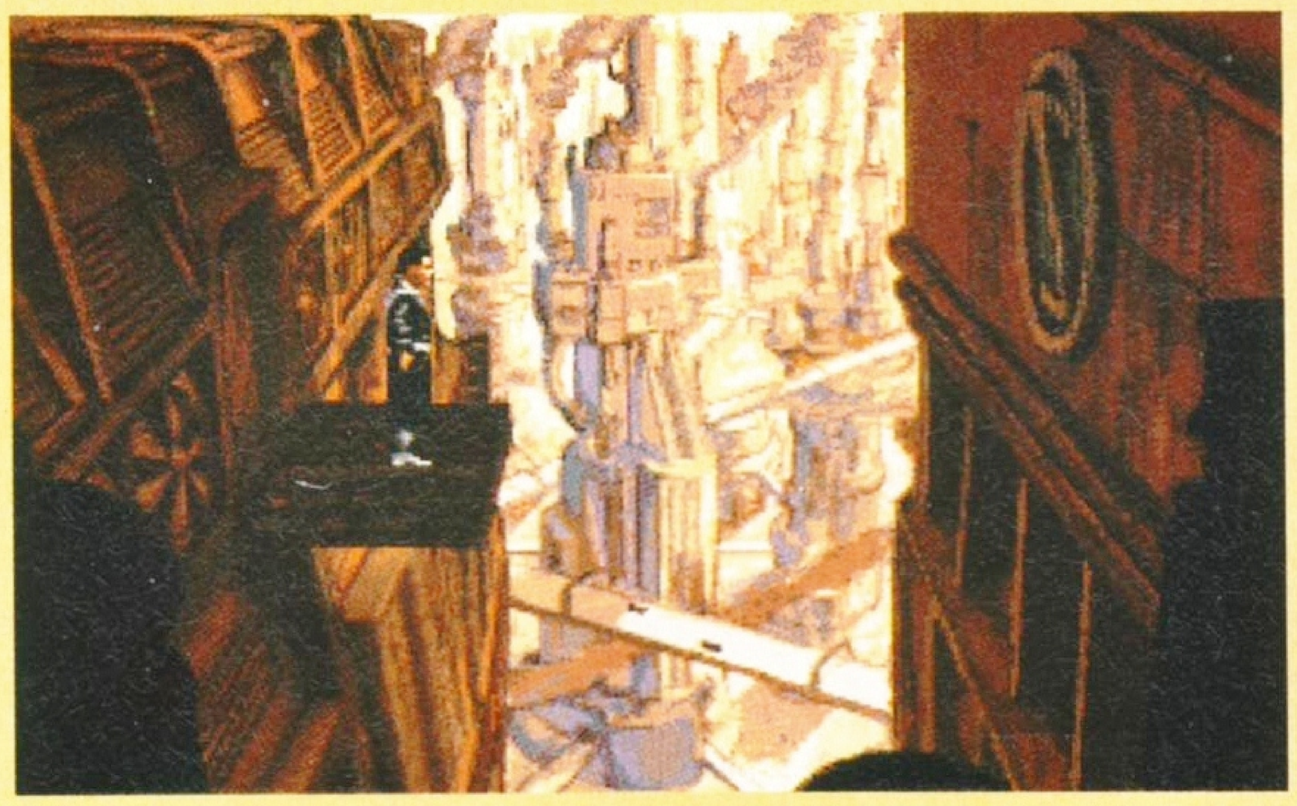


DiskMaster 2

Somewhere, and you may be trying to forget where, you have a Workbench disk. It might not find its way into your disk drive as frequently as your copy of *Cannon Fodder*, but if you really want to get the most out of your Amiga you will have to slip it in there occasionally. But it is a bit of a bind, and the Shell (or CLI) is even worse, all that typing and stuff. Wouldn't it be nice if you could harness all that power without having to get your hands dirty with that difficult techie stuff.

You can! Directory programs are the answer to a technophobe's prayers, and for those who aren't afraid of Virginia Workbench, they are a powerful tool to maximising the potential of their machine. Directory programs are by far the most used packages on the Amigas in our office.

So this month we decided to give you a fine example of this useful genre of program. So load up *DiskMaster 2* and discover just how easy it can be to do all those tiresome tasks like copying and deleting files, formatting disks, displaying pictures and much more.



Beneath a Steel Sky

If pointing and clicking in an adventurous fashion is your idea of a great computer game, *Beneath A Steel Sky* will be your idea of heaven. If you haven't given graphic adventures a whirl yet, now is your chance with this great demo of Revolution Software's latest.

COVER DISKS

On this month's disks we bring you Diskmaster 2 – probably the most powerful disk utility program on the Amiga, and a demo of Revolution Software's stunning graphic adventure, Beneath a Steel Sky.

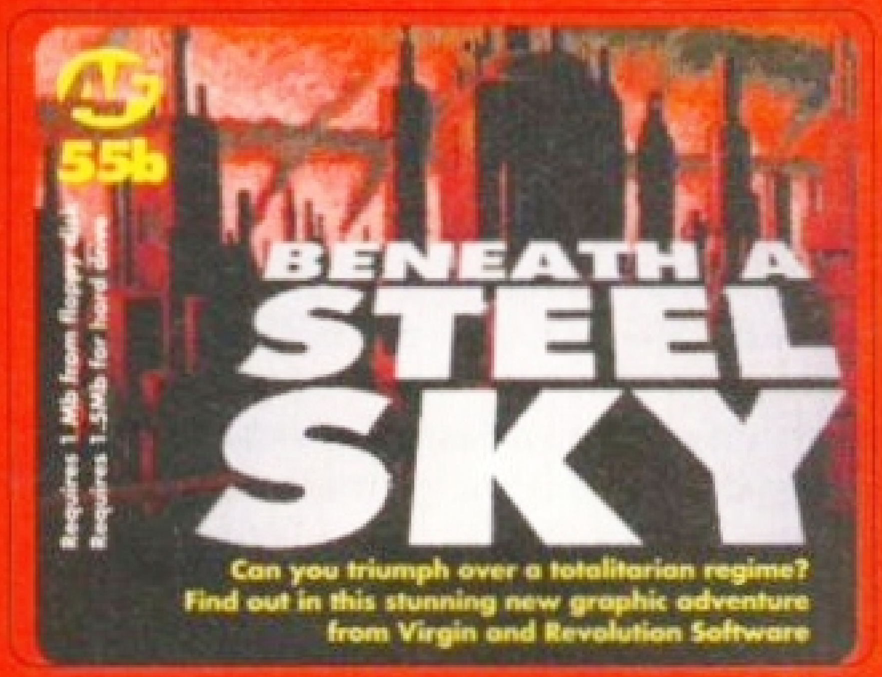
GETTING STARTED



Disk Master 2 **is a rather excellent disk utility which will enable you to copy and manipulate files with great ease, without ever having to resort to the CLI or Workbench.**

You can automatically view picture files, list archives and hear sound samples just by clicking on their filenames.

There is no need to muck about decompressing the disk this month – it has all been set up ready-to-go. All you have to do is turn off your machine, leave it for about 10 seconds and then fire it up again. Insert the Coverdisk instead of your normal Workbench disk and ***DiskMaster 2*** **will automatically run.**



Disk 55b is autobooting, so if you want to play this special demo of Revolution Software's graphic adventure, just stick disk 55b into your drive and turn on the machine, or perform a soft reset.

For more details on how to play the ***Beneath the Steel Sky*** **demo, turn to page 12...**

DISKMASTER 2

STUMPED BY THE Shell? Confused by the CLI? Worried by Workbench? Fear no more, *DiskMaster 2* is here. It will give you an easy way to look at pictures, read text files, display an animation and listen to sound samples, and more. With this single utility you can replace dozens of commands and still do more than is possible from the Shell or Workbench. Better still, everything is controlled with simple clicks on the mouse buttons.

Probably the most powerful disk utility program available, *DiskMaster 2* will revolutionise the way you use your Amiga. We think that you'll agree that it is one of the most useful programs we have ever given away. Don't worry about any decompression hassles – the *DiskMaster 2* disk is ready-to-go. Switch on your Amiga and bang the auto-booting disk in the drive. After it has loaded, you'll see a screen containing three boxes full of techie looking stuff. Now you're ready for some serious file handling.

By default *DiskMaster 2* opens two file display windows, the Source window and the Destination, and one command window. Commands are issued by first highlighting one or more files or directories in the Source window, and then clicking on the desired command in the Command window.

When *DiskMaster 2* first loads, the left-hand file window will contain a list of all the devices, volumes and assigns it can find. To select a directory, you click it once – to enter it, you double click. The right-hand file window is a listing of the contents of the internal floppy disk. It contains several directories and programs – the file DM2 is *DiskMaster 2*.

For now, double click on the directory called



This is the awesome sight that will greet you after booting from the ***DiskMaster 2*** **floppy disk.**

'News and Updates' in the right-hand window. The listing will change to represent the files that are contained in this sub-directory. Locate the file Programme_Changes and double click on it.

This will demonstrate an important feature of *DiskMaster 2* – the automatic detection of file types. As Programme_Changes is a text file, *DiskMaster 2* knows to display the contents of the file on-screen. You can look through the text with the arrow keys, or return to the main display by clicking the right hand mouse button. Find the small letter S in the window frame. This indicates that the current window is the Source directory, but if you click on it the file window will change as it returns to its parent – the directory directly above. If you click on the S enough, you'll return to a list of devices and assigns. When the S is replaced by a D, this means the window is the Destination window.

Continued overleaf ☛

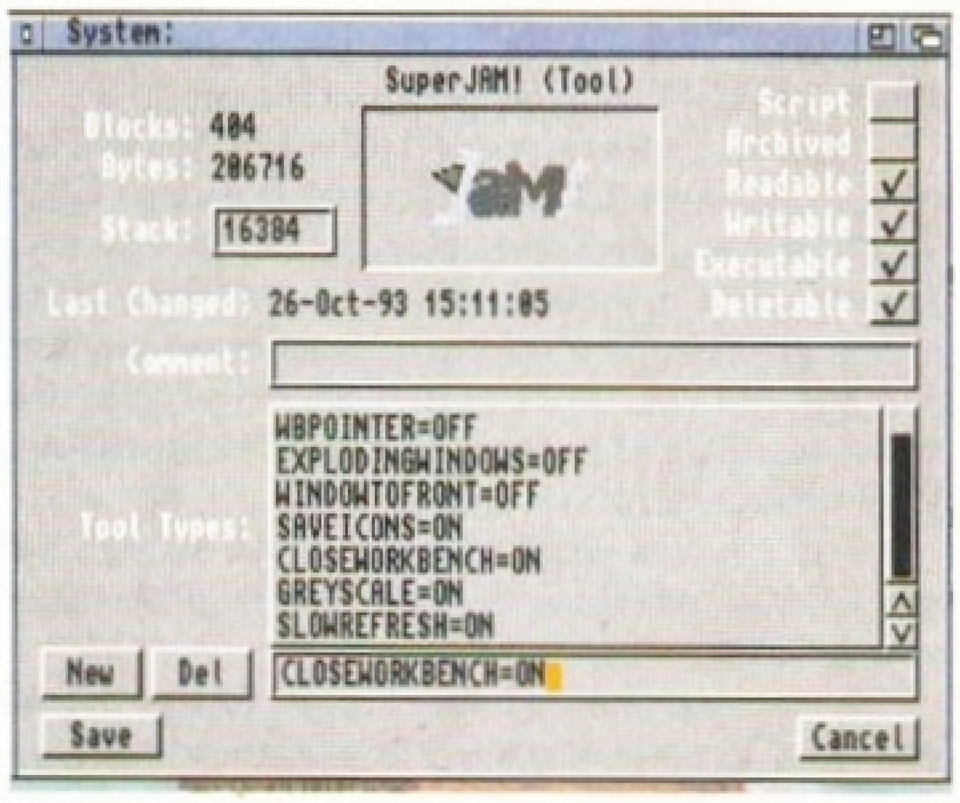
USING SUPERJAM! IN LOW MEMORY

Some people seem to be having trouble with using ***SuperJAM!*** **on a 1Mb Amiga. It does work. Honestly. However, with only 1Mb you won't have much room to play around with lots of samples. Unless you follow these simple steps:**

1. **Boot up from Workbench.**
2. **Insert your** ***SuperJAM!*** **and double-click on the disk icon.**
3. **Click once on the Icon and then select "Information" from the Workbench "Icon" menu.**
4. **In the window which appears, edit the tool types by clicking on them and changing the text which appears on the text gadget at the bottom of the window.**
5. **You want to change the following tool types:**

CLOSEWORKBENCH=OFF	to	CLOSEWORKBENCH=ON
GREYSCALE=OFF	to	GREYSCALE=ON
SLOWREFRESH=OFF	to	SLOWREFRESH=ON

6. **Save these changes and run** ***SuperJAM!*** **by double-clicking on the icon.**
7. **When the program has loaded, select "styles" from the top bar.**
8. **Click on a style you will not be using and select "Remove" from the leftmost menu.**
9. **Repeat step 8 if necessary.**
10. **By taking these steps you should have freed up a certain amount of memory on your Amiga; enough for you to fit in some more samples anyway. To get even more out of** ***SuperJAM!*** **you should consider a memory upgrade.**



Following a few simple steps to run ***SuperJAM!*** **will help those people with only 1Mb on their machines.**

COMMANDS



When a file or directory is highlighted, click on a command to actually do something with it.

The list of commands in the centre of the screen provide you with some great ways of performing mundane file handling. With the Source window in one directory, and the Destination window in another copying files is easy. Here's how to copy lots of files at once: first pick a file window, and locate the directory to which you want to copy the files. Next, highlight the files you want to copy in the other window. Notice that as soon as you click on in a window it turns from a Source to a Destination window.

Highlight as many files as you like by single-clicking them, and then click on Size Check in the Command window (you may need to move the Command Window's scroll bar to make the command visible) . Now this is something that the Shell can't do – *DiskMaster 2* will let you know if there is room to copy the files before the copying begins. If the message 'Not enough room' appears in the title bar, you know you'll to have a rethink.

The top two entries in the Command Window are quick ways of moving around. Root will return you to the disk or device you first selected, and Parent will bring you back up a level. The next four commands control the highlighting of files. Clicking on ALL will highlight all the files and directories displayed, and Clear will do the opposite. Select and Exclude give you the option of specifying a pattern with which to selectively choose files. For example, the string *.IFF will only select files which have .IFF at the end of their name.

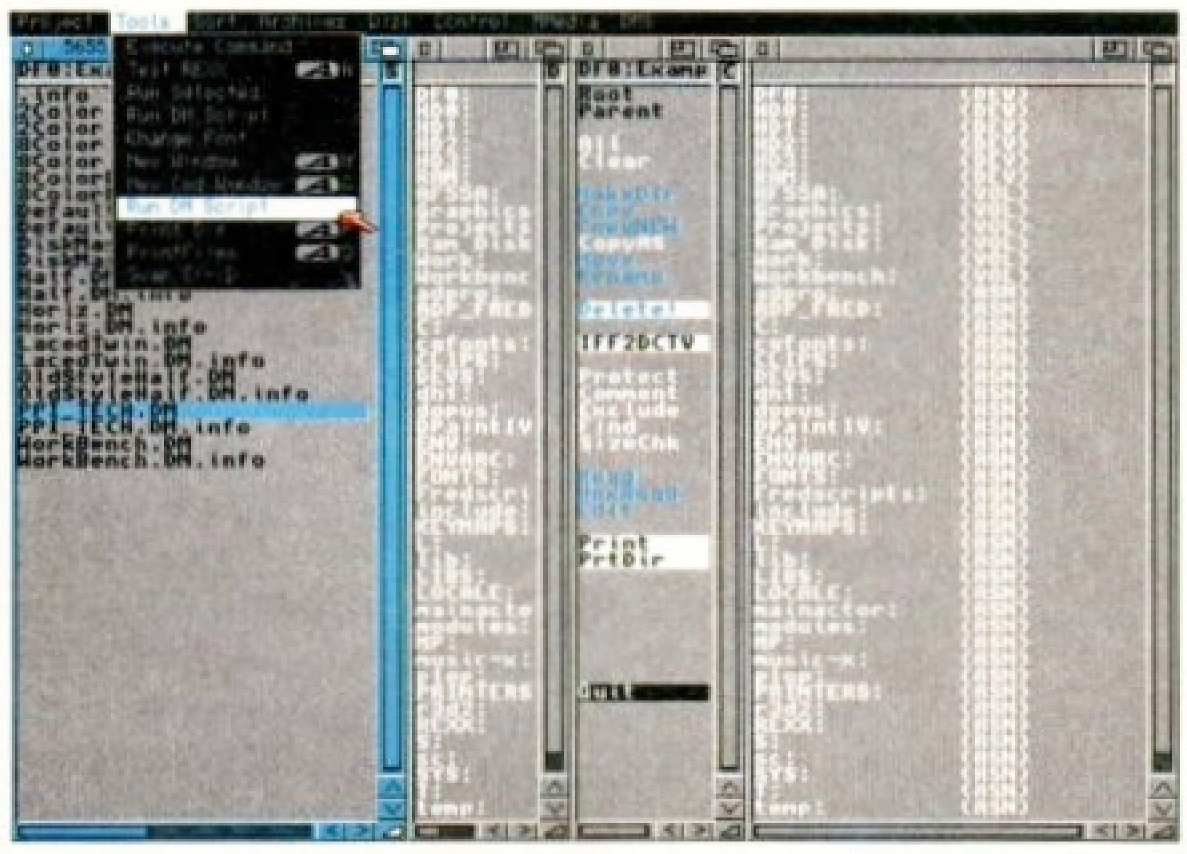
The other commands are fairly self explanatory. Read will display a text file, HexRead will display the file in hexadecimal (for programmers), ShowPic will display any IFF graphic images (and will also play sound samples) and Copy will copy file. Move is like Copy, but the original is deleted after the copying is finished. Copy Newer will copy files, but will only replace files in the destination if the new files have a more recent creation date.

Rename will change the name of a highlighted file or drawer, and Print will send a file to a printer (if connected). Find is a very useful command if you have a hard disk and keep losing files – *DiskMaster 2* will search the selected device until it finds them for you.

Protect will allow the status bits of file to be changed, and Comment will allow a small reminder note to be added to each file. Find will search a device or volume which has been highlighted for a file with a particular name. MakeDir is useful, as it allows an entirely new sub-directory to be created, and if you click on the Make Icon button instead of the OK button, a drawer icon will also be created.

Lucky owners of A1200 and A4000 machines can use the ViewAGA command to display 256-colour and HAM8 IFF images. This command won't function on non-AGA machines.

CUSTOMISATIONS



The beauty of *DiskMaster 2* is that you can change it to suit your way of working. Before long, no two copies will look the same.

Practically every feature of *DiskMaster 2* can be changed to suit your own way of working. The screen, the windows, the colours – everything can be altered and saved as a preference. There are 11 different settings saved on the Coverdisk, in the Examples drawer. To load one, first highlight it with a single click and then select Run DM Script from the Tools menu. These Scripts are plain text files, and you will learn a lot about how *DiskMaster 2* can be configured if you read through them.

The script called Startup.DM is loaded and executed automatically each time *DiskMaster 2* is loaded. By altering this file (the copy in the S: directory has priority over the one in the examples drawer) you can get *DiskMaster 2* to start in exactly the way you want it to. You can even get it to open on the standard Workbench screen if you want.

There are several menu options which will help you fine-tune *DiskMaster 2*. Display Format in Project will define how the filenames, sizes and dates are displayed – try altering the positions of the letter in the requester. Also in the Project menu, Palette will alter the colours, and Save Config will allow you to store your settings on disk. If you save them with the name Startup.DM in the s: directory, they will be used each time *DiskMaster 2* is loaded.

You can also open more windows, select a different font, and lock the windows as either Source or Destination in case you get confused.

If you are running a PAL Amiga, one of the first things you will want to do is to resize the windows to fill the entire screen. Simply drag and stretch them, list any other Workbench window, and then select Save Config from the Project menu to make the change permanent.

DISK STRUCTURE

To use *DiskMaster 2* properly, you will need to know a little bit about how data is organised when it is stored on to a disk. The disk structure looks a little like an upside-down tree, with branches sprouting off in all directions.

The 'root' of the tree is the disk (either floppy or hard) itself. It is usual to create sub-directories or 'drawers' on the disk to help add a little order. Each drawer can contain files, other drawers or a mixture of both – see the picture at the bottom of this panel for an example.

When you copy, move or delete a drawer you will also effect all the files and drawers contained within it – so be careful you don't accidentally erase valuable information. Each time you move down the tree into a directory you will only see the files.

DiskMaster 2 will display devices with a short label in brackets after the name. There are three types:

(DEV) – indicates the entry is the device name of a physical storage device.

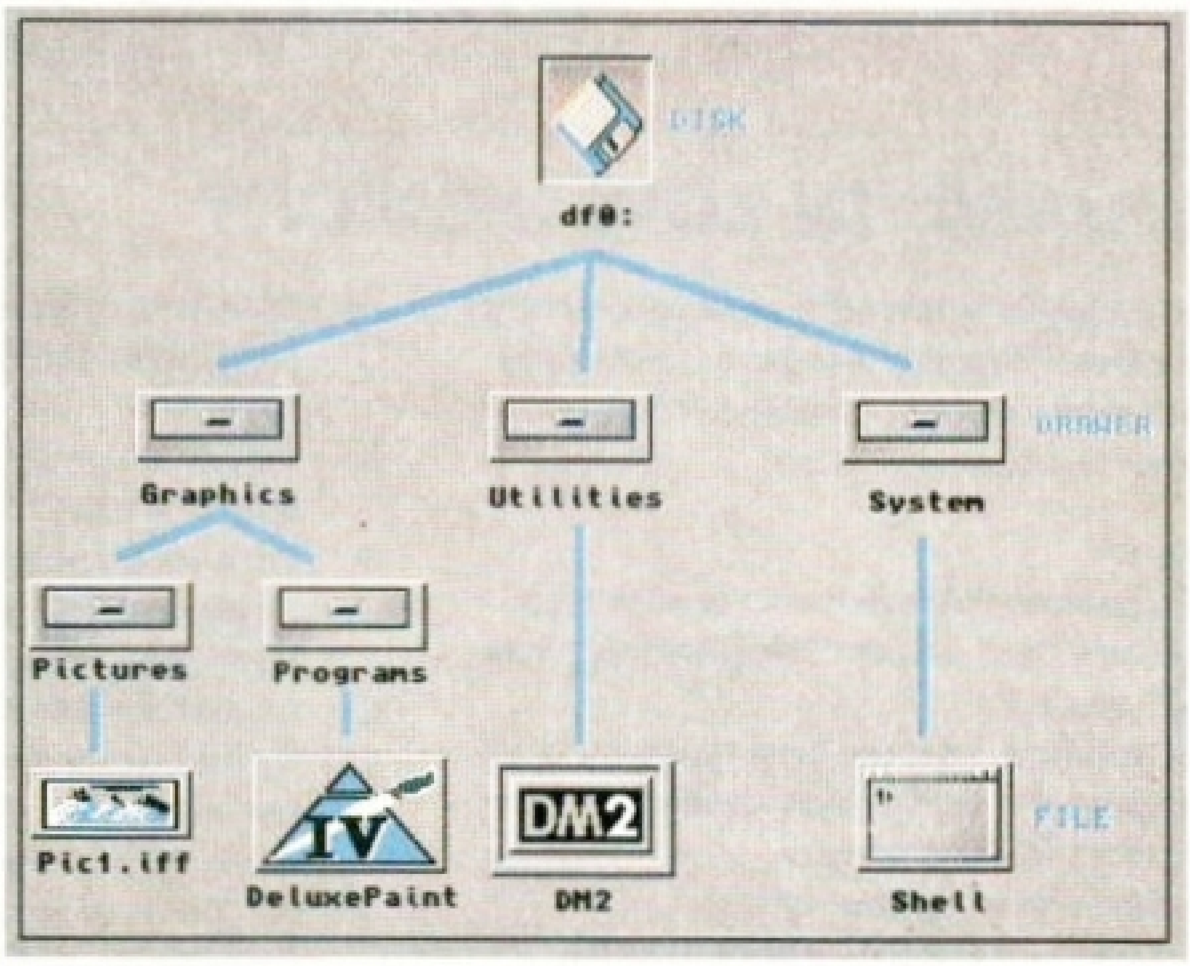
(VOL) – indicates the entry is the volume name of a physical storage device.

(ASN) – indicates the entry is the name of an assignment made to a storage device.

For example, df0: is a device (DEV), as it refers to the internal floppy disk whereas AF55A is the volume name (VOL) of the same floppy disk. In this case both names are equivalent. The assign C: (ASG) refers to a path set up as the Coverdisk booted and provides a shortcut to the C directory on the boot disk. You can setup your own assign statement at the Shell: for example, ASSIGN PLOP: DF0: will provide yet another way to access the internal floppy.

Directories are displayed at the top of the File Display window. They can be distinguished from files by the fact that they show no file size and are displayed in a different colour.

Many files appear with an .info extension. These files are actually icons, and if you delete the .info file (not a good idea) the icon will disappear from the Workbench.

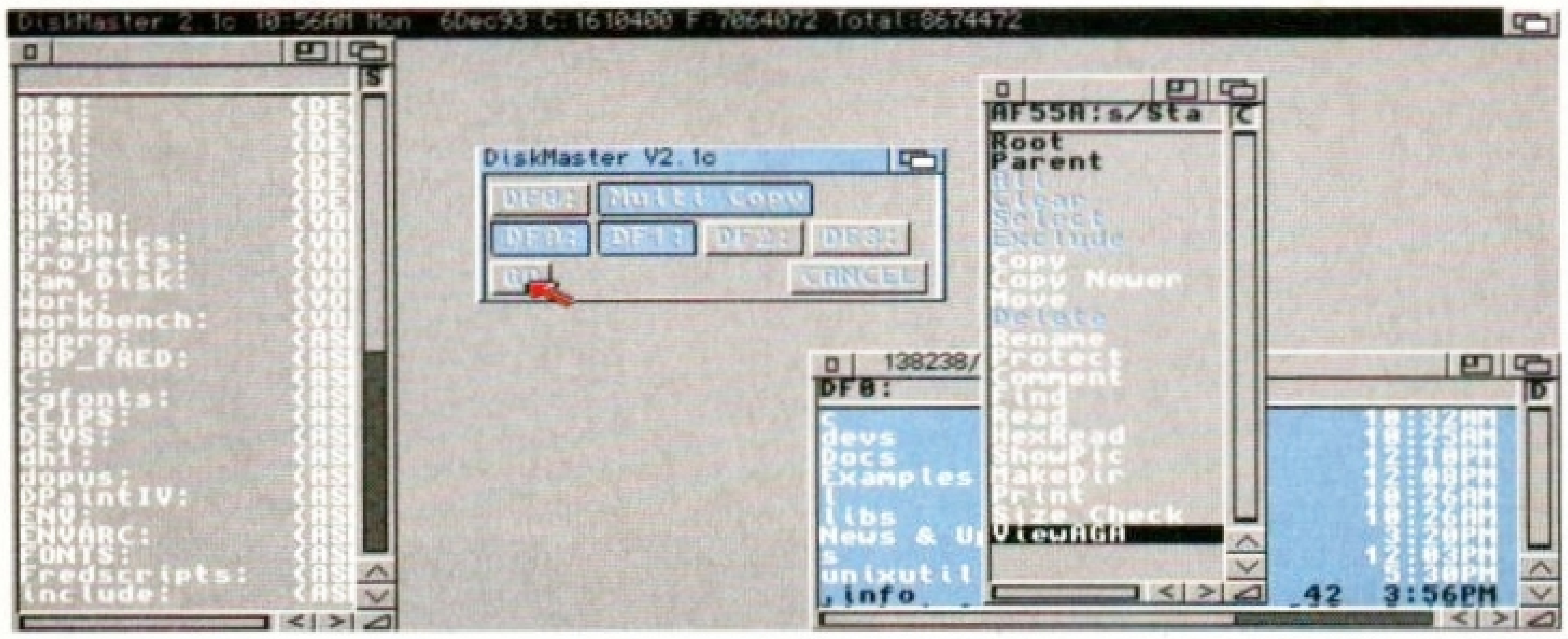


A disk is organised in a special way to help you keep track of everything. It looks like an upside-down tree, apparently.

Remember:

- Single-clicking a directory will select it.
- Double-clicking a directory will open it, read the contents and display them.
- Single-clicking on a selected directory will de-select it.

DISK OPERATIONS



Speedy multiple copies and formats is only one way *DiskMaster 2* can make your life easier.

The *DiskMaster 2* pull-down menu makes using floppy disks a lot quicker, as it can copy and format using single disks, or up to four at a time if you have any external disk drives connected.

FORMAT

The requester that pops up allows up to four disks to be formatted simultaneously. Click the drive names you require (df0: is the internal drive), and enter new names if you require.

Before you click GO (or Cancel to chicken out), you can highlight one or more of the four option buttons.

QUICK – will re-format a previously formatted disk very quickly.

VERIFY – will check the formatting is working perfectly.

INSTALL – will make the formatted disk(s) bootable and FFS will format using the Fast File System which Workbench 2 and above supports.

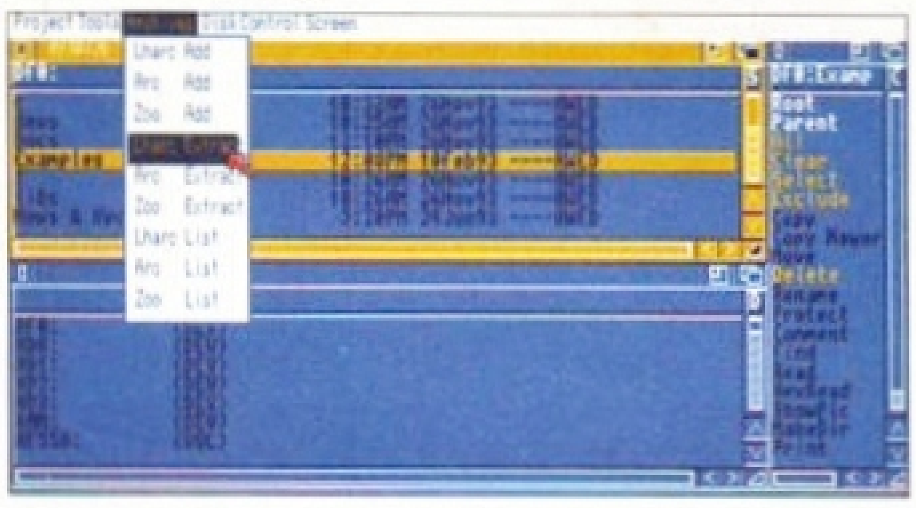
DISKCOPY

The gadget to the left of the MultiCopy button is the source drive, cycle through any other drives by clicking on it. Highlight the drive(s) listed below it to indicate the drive you want the copy to be made to. If the MultiCopy is highlighted, the contents of the Source disk will be stored in memory which will speed up the copying process many times over.

OTHERS

The other menu options are short cuts for formatting and copying disks in the df0: and/or df1: drives. Clear df0: will erase all the contents of the disk in the internal drive.

ARCHIVING



The mysteries of the LHA files can now be revealed: simply use the pull down menu.

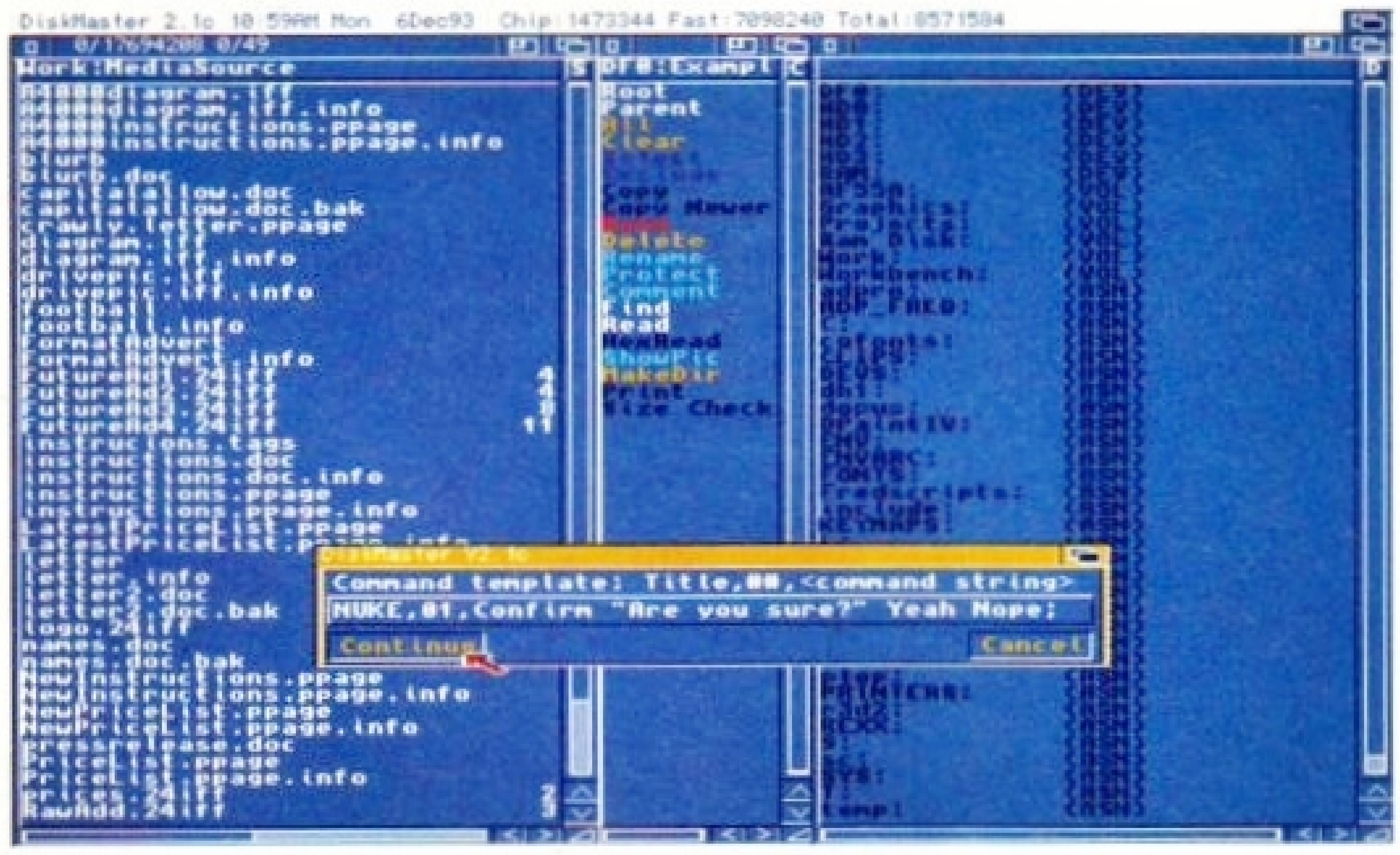
DiskMaster 2 will simplify the entire process of archiving. We have included the most popular archiver (LHA) on the disk, and managed to supply another (ZOO) in squeezed format.

The purpose of archiving is to pack one or more files into a single file which is smaller than the sum of its parts. To make an LHA archive, select several files. Now select Lha Add from the archives menu, and you will be asked to name the archive. You can also alter the path by entering: RAM:PLOP.LHA. An archive called PLOP will be appear in the RAM disk. You can list the contents of an LHA file by highlighting it and selecting Lha List, and extract files using:

Lha X >Dest – will extract the files into the Destination file window. Lha Extract – will extract the files into the current file window. Lha X Req – will ask where you want the extracted files to be places.

The other commands (ZOO, ARC) will only function when there is a working copy of ZOO and ARC in the C: directory of the WB disk.

ADDING NEW COMMANDS



Adding new commands means thinking of a groovy name, and writing a short command script.

The most powerful feature of *DiskMaster 2* is the way in which new commands can be added. Here's how to add an Edit button that will allow text files to be directly loaded for editing.

First select ADD from the Project menu. A requester appears, and it needs a name, a number and a command string separated by commas.

The name is the name of the command – pick something short, but descriptive. The two digit number defines the background and foreground pens used to display the title. The command string is a list of instructions to be carried out when the command is executed.

Here is how to add a custom delete command called 'Nuke'. Type the following into the command template requestor:

NUKE, 10, Confirm "Are you sure you want this file nuked?" Yeah! Nope!; Delete %s

The new Nuke command will appear in the central command window. In this case the command string consists of two parts, separated by semicolons. The first part makes use on a built-in command called 'confirm'. If the second entry after confirm is selected, the command will terminate. If the first entry is selected, the script will carry on to the next command.

The next command is Delete, and the '%s' after it is *DiskMaster*'s way of passing the names of the selected files to it. You can use ordinary *AmigaDOS* commands in your command strings, as long as you preceed them with the keyword EXTERNAL. So, if you wanted to add an edit command, you might used a command string like this:

EDIT,10,ScrBack;Extern c:ed %s;ScrFront

The ScrBack and ScrFront are *DiskMaster 2* commands to ensure the ED window is visible. The snag with this example is that there wasn't room on the Coverdisk to include the *AmigaDOS* ED function. The best way around this is to copy *DiskMaster 2* across to your normal WB disk. As it can replace dozens of other utilities, you should be able to delete a few other files to make room.

COPYING THE DISK



One of the first things you should get *DiskMaster 2* to do is to back itself up on to a spare floppy disk.

Before you settle down to get to know *DiskMaster 2* you should back up the floppy in case something untoward happens. You can use the normal Workbench and Shell method, but you might want to take this opportunity to use *DiskMaster 2*.

Before you start, ensure the Coverdisk is write-protected (slide the little plastic tab up) and you have a blank disk which is write-enabled. With the Coverdisk in the drive, highlight the df0: device in either File Window (you might need to click on S or D until the list appears). Now use the right mouse button to bring up the Disk Menu and select the Copy df0: df0: option.

Depending on memory, *DiskMaster 2* will ask you to swap disks a number of times, but when the process has finished you will have a security copy of your Coverdisk to put in a safe place, just in case anything goes wrong.



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NO12 = will not work on the A1200.

1 MEG = requires at least 1 meg of RAM to run.

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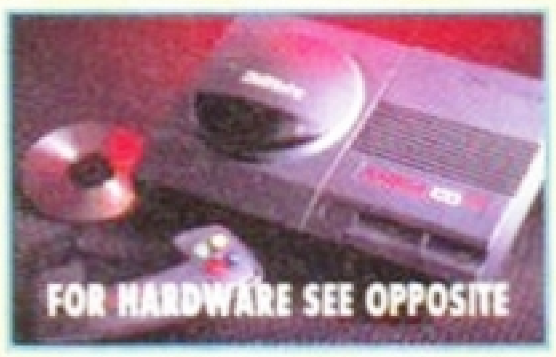
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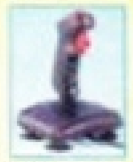
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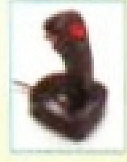
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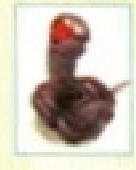
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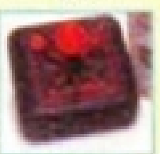
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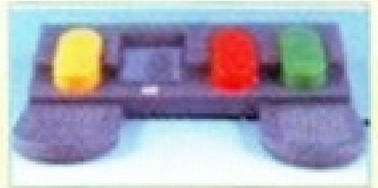


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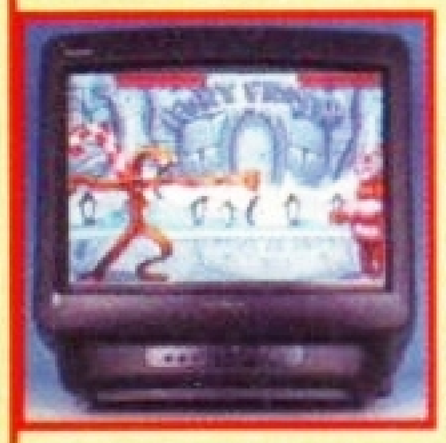


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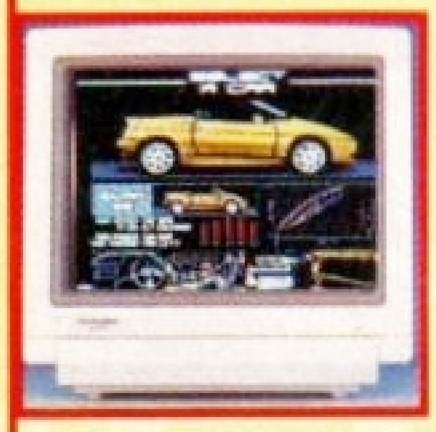


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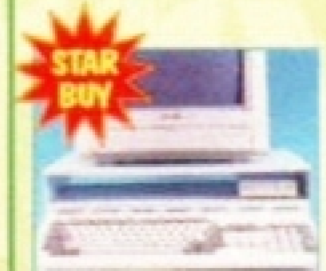
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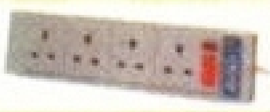
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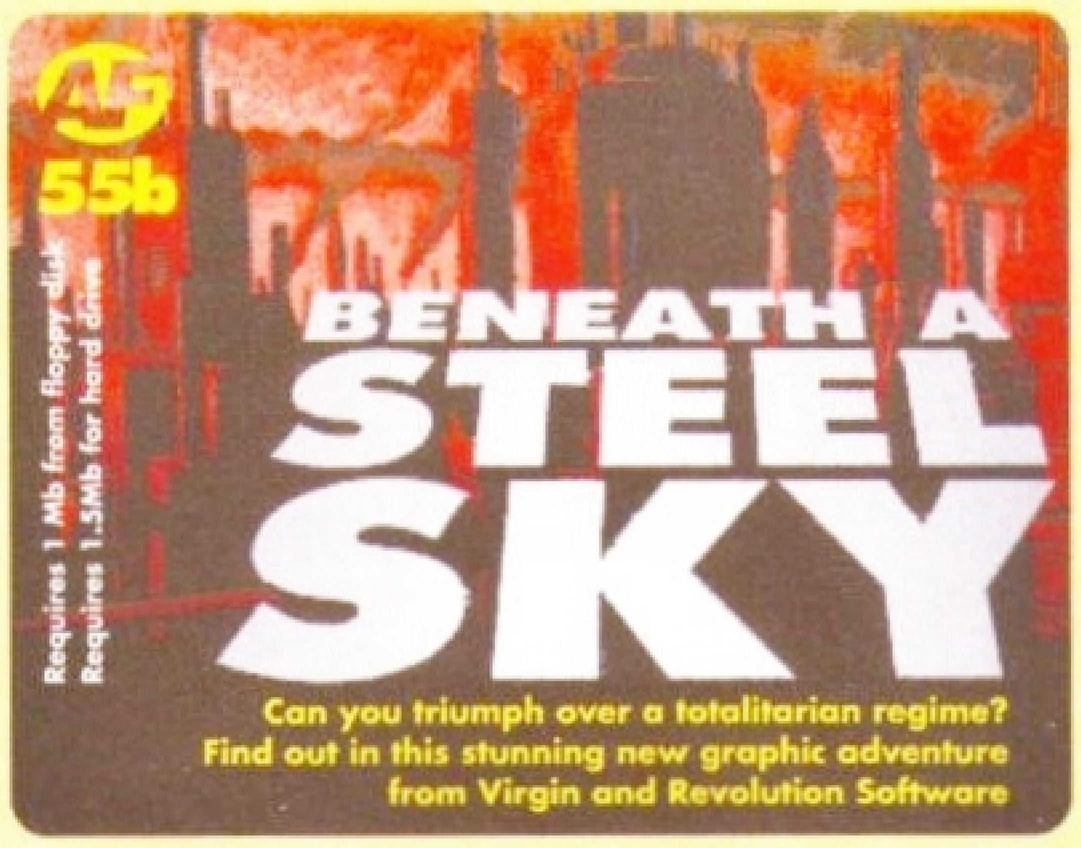
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BENEATH A STEEL SKY



In Beneath A Steel Sky we bring you an exclusive demo of this year's hottest graphic adventure from Virgin and Revolution Software. Are you ready to take a step into the future, a leap into an unknown world made of steel and ruled by steel?

DISK NOT WORKING?

We have duplicated over 560,000 disks this month and out of all those, sadly a few will be faulty. If your disk is faulty or any of the programs on it will not load or run properly, there may be a problem. Don't panic!

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Amiga Format January Disk
Disk Copy Labs Ltd
Units 2&3 Omega Technical Centre,
Drayton Fields, Daventry,
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NN11 5RT

WELCOME TO THE future. Your family and friends have been brutally massacred and you have been forced at gunpoint on to a helicopter by the police thugs who killed them.

The helicopter heads for the city beyond the ridge, but as it approaches it mysteriously develops a fault and plummets towards the grimy streets. Dazed, but alive, you realise this is your chance to escape and you run from the blazing wreck with your captors in hot pursuit.

You may have already marvelled at the stunning *Steel Sky* comic included with this issue, but now it's time to take a closer look at this year's hottest graphic adventure with our exclusive demo from Virgin and Revolution Software.

The action begins inside the Union City Recycling Plant where you have sought refuge. One of the policemen follows you inside, but you have climbed on to a rotting steel gantry out of harm's way. A maintenance worker dressed in green overalls enters and talks to the cop. Make sure you listen in on their conversation.

Beneath A Steel Sky uses an intuitive mouse-controlled operating system, so it's a doddle to get around – simply left-click on an object to examine it, or right-click to use it. You can also use objects in your inventory which is activated by scrolling the cursor to the top of the screen.

Now get playing!

WIN!!!

SIGNED COPIES OF THE WATCHMEN & BENEATH THE STEEL SKY GAME



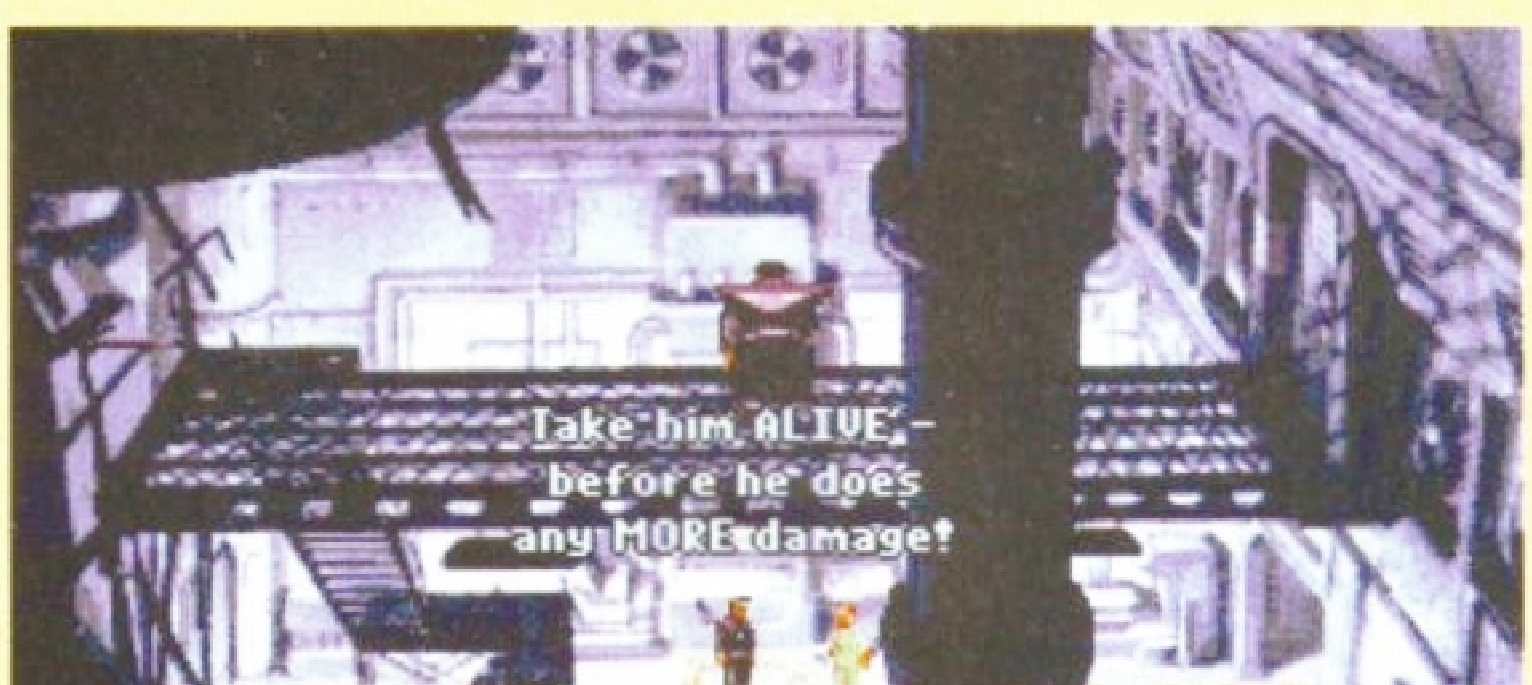
VIRGIN INTERACTIVE are offering five lucky winners the chance to get their mitts on signed copies of *The Watchmen*, Dave Gibbons' gripping graphic novel and a *Beneath A Steel Sky* game. All you have to do is answer all three questions in this panel and write them on the back of a postcard to: The Watchmen compo, Amiga Format, 30 Monmouth St, Bath BA1 2BW.

1 How does Foster's robot companion Joey get destroyed?

2 What was the name of the helmeted law enforcer in *2000AD*?

3 What does Hobbins say when Foster tries to open the cupboard door in the Coverdisk demo?

AND THE RULES ARE:
- Employees of Future Publishing, Virgin Interactive or Revolution Software are not allowed to enter.
- Multiple entries are not allowed.
- All entries must be in by first post on 1 February 1994.



1 Walk to the left of the gantry – don't go down the stairs or the cop will shoot you. Left-click on the Rung, now right-click and Foster pulls it free. Go to the inventory and select the metal bar you have just collected, then use it on the door on the extreme right. Foster forces the door and you can effect your escape.



2 You now find yourself stranded on a narrow ledge miles above the city with a guard following close behind. You haven't got a lot of time, but there's not much to do here. Just watch the brief animated sequence, examine the sign on the opposite building then go back through the door you just walked through.



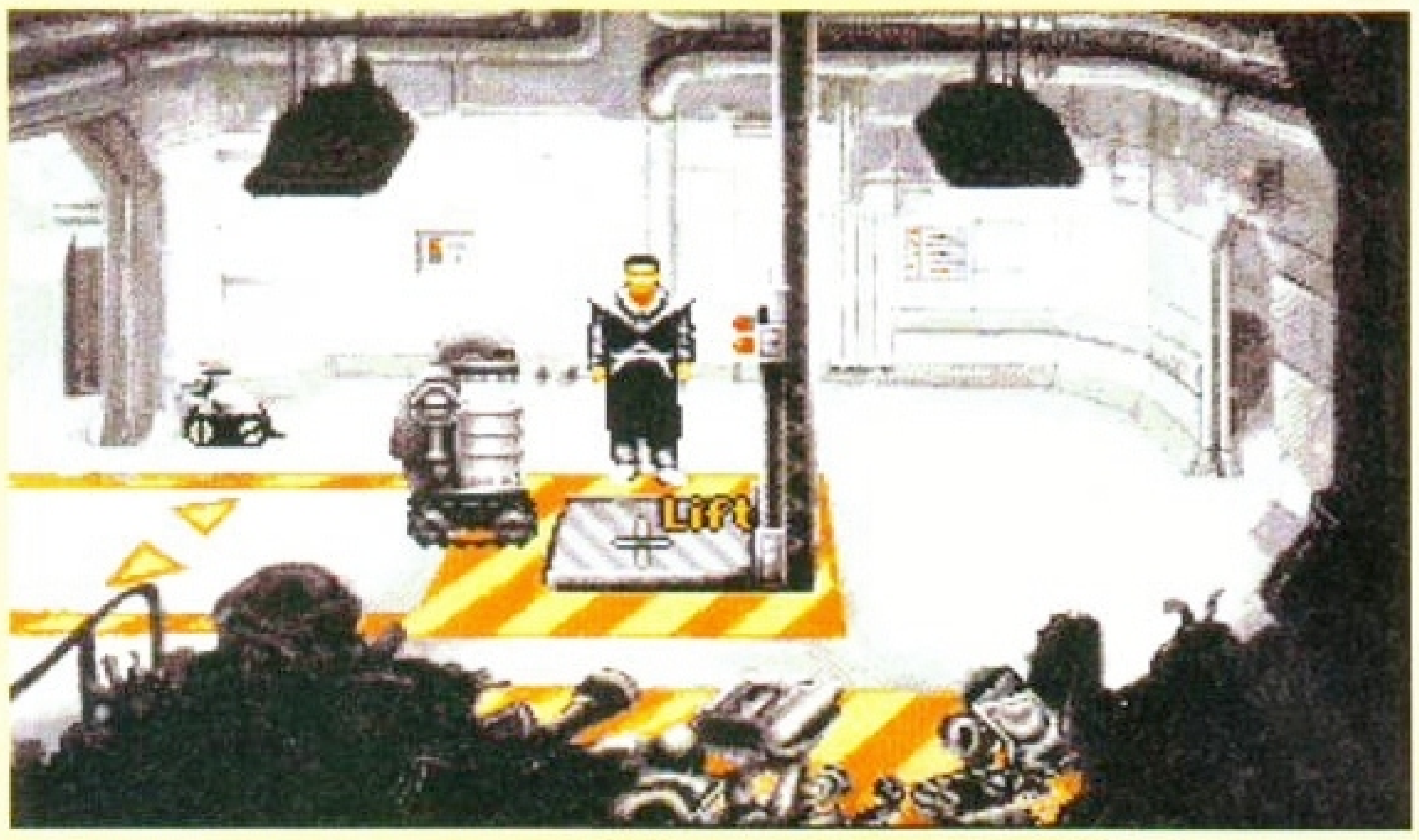
3 When you re-enter the room the guard has disappeared, so you can safely make your way down the stairs. Examine the left door, green floor panel and pressing mill. Go to the door on the extreme right and exit.



4 You are in a workshop filled with junk, a broken Transporter droid and a goods lift. Examine all the objects, especially the piece of junk second from the right near the bottom of the screen. Go to your inventory and select the circuit board and place it on the piece of junk. Well done, you've just reactivated your robot sidekick Joey. Ask Joey how to fix the Transporter. Exit east.



5 You enter another workshop. Strike up a conversation with Hobbins – the man in green overalls you saw earlier – he's a mine of useful information. Examine and try out all the objects in the room, especially the cupboard door and red lever. Now exit left.



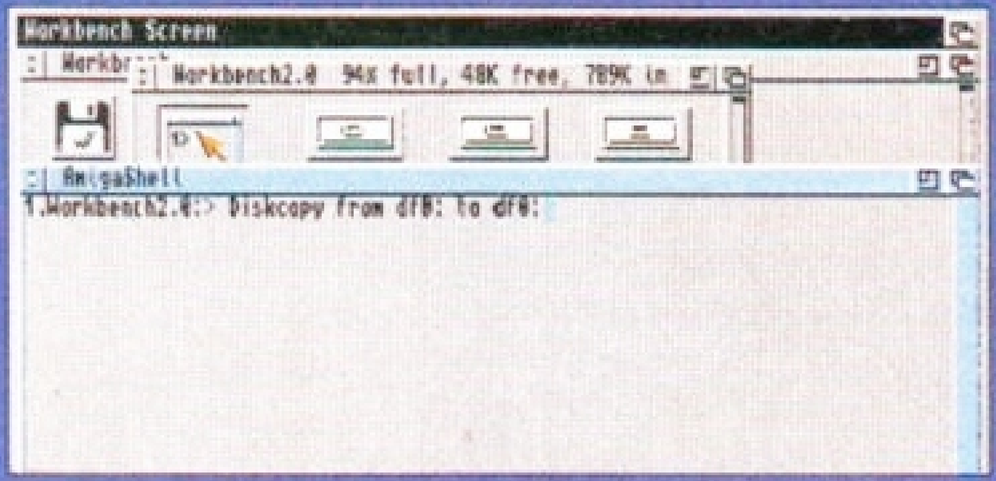
6 You're back in the room with the goods lift and the still stationary Transporter. Ask Joey if he can fix it again and he gives the hulking machine a jump start. The Transporter trundles off. You can either follow it to see what it gets up to, or leap on to the goods lift and annoy Hobbins. The Transporter re-enters the workshop and places a barrel on to the lift which sinks into the floor. Jump down the hole and you're home and dry.

Backing up your disk

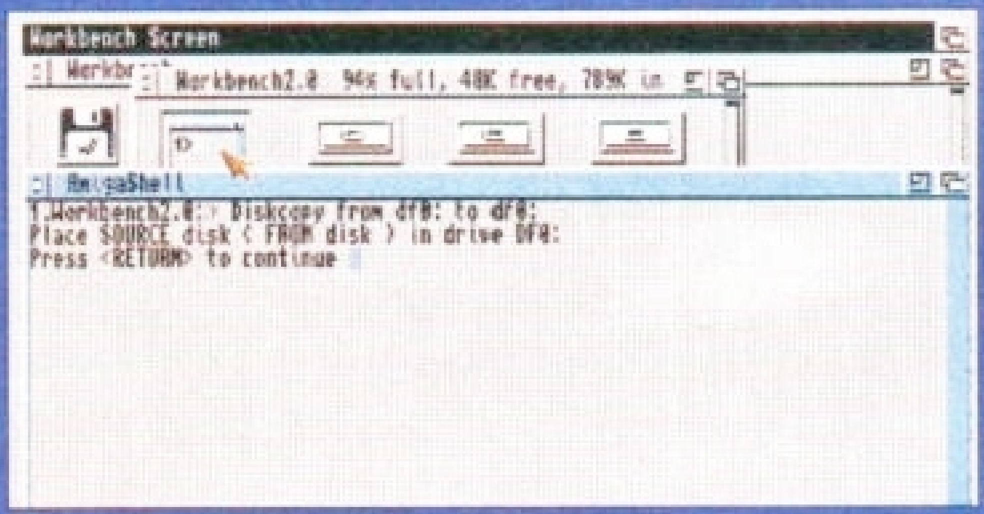
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



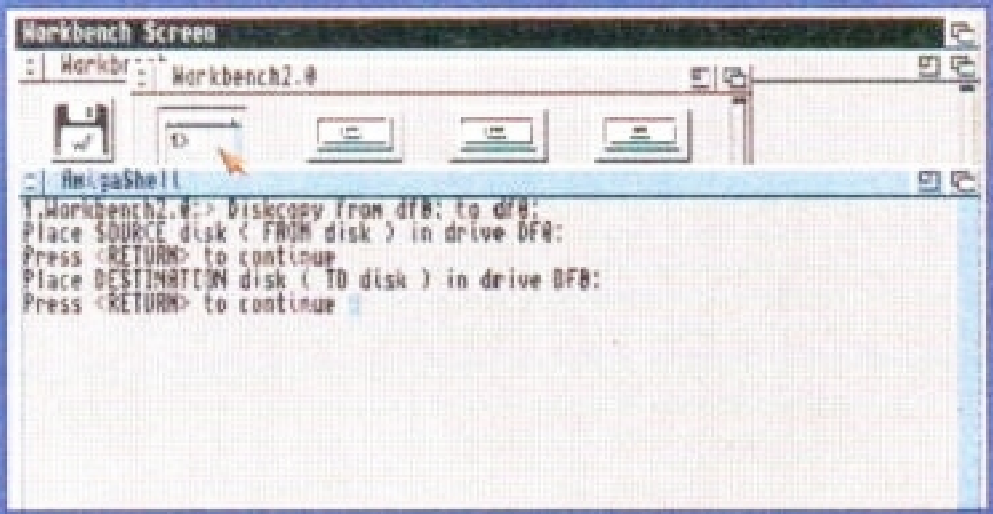
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):
Diskcopy from DF0: to DF0:
and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
endcli
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

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THE PUBLISHER DTP *NEW PRICE!*.....£24.99
WORDWORTH 2 AGA.................................£44.99

CD32 BUNDLE

NOW WITH FOUR GAMES!

COMMODORE HAVE ADDED another two games to their CD32 bundle and it will keep its £299.99 price. Already bundled with two games, *Oscar* and *Diggers*, the package will now also contain Electronic Arts' flight sim shoot-em-up *Wing Commander* and Microvalue Flair's karate beat-em-up, *Dangerous Streets*.

"Commodore have always produced good, attractive–looking bundles," says David Pleasance, the company's UK Managing Director, "and with these new games added to the CD32 bundle, we're certainly living up to our reputation.

"We were under a lot of pressure to get the bundle into the shops, and we launched it when we weren't really ready. There wasn't that much software to choose from to put in the package, but now there are plenty of games around and we had the opportunity to choose the best. We've also had the time to put together a new sleeve for it – a really good–looking full colour one."



Commodore UK MD David Pleasance predicts sales of more than 70,000 CD32s by Christmas, and another 25,000 in the first quarter of 1994.

The new CD32 bundle is in the shops now, and any retailers who have the original package will be supplied with the new sleeve and the two new games.

Dixons also now stock CD32, increasing its High Street presence, and were supplied with 30,000 units on 10 December. The final shipping date before Christmas was 17 December, supplying retailers all over the UK.

"We're really happy with the way things are going, but we're not complacent," says Pleasance. "Our competitors seem to be reacting – their sales are down. We expect to have shifted 70-75,0000 CD32s by Christmas, but of course we're limited by availability.

"Because the A1200 sales were so astonishing in the summer – I had to increase the order by 60 per cent to 180,000 units on what I'd forecast – we concentrated on A1200 manufacture. Hopefully, in the first quarter of 1994 we will be able to increase the CD32 sales figure by another 25,000 – things are certainly looking good."



The new CD32 bundle now includes the platform game *Oscar*, puzzle game *Diggers*, the action-packed flight sim *Wing Commander* and beat-em-up *Dangerous Streets*.

Art and animation

Graphic art fans are in for their annual treat with Bit.Movie '94, a specialised computer animation and graphics festival in Riccione, Italy, which takes place from 31 March to 4 April. Last year more than 6,000 people attended the five–day event which is held every year over Easter in the coastal town of Riccione, known as the Green Pearl of the Adriadic.

And talented artists can show off their work by entering the festival's annual contest. All entries must be submitted by 31 January 1994. For further competition details and more news about the BitMovie '94 Festival, contact Bit.Movie, c/o Carlo Mainardi, vai Bologna, 13 – 47036, Riccione, Italy. Fax: 010 39 541 601962.

MicroProse bite back

Simon Butler, the group marketing director of MicroProse, has refuted claims made in *Amiga Format*'s Christmas Issue about software theft from within the company.

We printed an interview with a small ad dealer who claimed that he worked for MicroProse and that he was able to get cheap software for third parties through a company discount scheme which, in fact, does not exist.

Simon Butler states: "We strictly monitor the amounts of software requested by staff. In no instance would more than two copies of a game go to any one department.

"Earlier this year a member of staff was found to be taking damaged stock which he then sold. He was dismissed. We are satisfied that none of the stock offered was supplied via a MicroProse employee."

MicroProse were also keen to point out that they work extremely closely with both the Police and Federation Against Software Theft to track down software pirates and prosecute them.

"Piracy is killing the software industry," they said "and we will not stand for it."

Also in that feature we showed a copy of the small ads. One phone number was accidentally left in. We would like to point out that this person has nothing to do with pirating software.

If you need to get in touch with FAST (the Federation Against Software Theft), contact them on 0628 660377.

Vivid imagination wins programmer top prize

Steve Whiteside, a programmer in the defence industry, has been chosen from hundreds of entries as the winner of our Write A Vivid Game competition.

The competition was to design a game based on the outline for Vivid Image's current CD^{32} project Hodja. Vivid Image boss Mev Dinc said he had been inundated with hundreds of entries, many of an extremely high standard.

Steve, fom Christchurch in Dorset, met the Vivid Image team at the FES show at Olympia and collected his prize of an A1200 donated by Commodore. The runner up was 14-year-old Stewart Needham from West Hallan in Derbyshire who won a CD^{32}.

"We chose Stewart because of the sheer amount of work and effort he put in. A lot of the people who entered the competition must have spent weeks or months working on their entries," said Mev.

"We are considering using Steve Whiteside's work in future projects, and would like to thank *Amiga Format* and Commodore for their support for the competition, and also say a big thank you to all the people who entered."

Drivin' times



Sometimes one disk drive just isn't enough – if you want to put a stop to all that disk swapping, then Cumana could have just what you need. Costing £49.95, the CAX354 (above) is a 3.5-inch 80-track double-sided floppy disk drive. Call Cumana on 0483 503121.

New name

The Manchester–based music software company, Gajits Music Software, has announced that it is changing its name to Software Technology Ltd.

Company chairman Greg Salisbury said: "It is a big step for us, we've been trading as Gajits Music Software for about four years now. However, Gajits is a name which we have only used in the UK. We've been known by the name Software Technology Ltd for some time now in foreign markets.

"Now that our export markets are becoming increasingly important to us, it seems only natural to avoid confusion and hjust use one name."

Gajits was perhaps best known for its MIDI sample sequencers, Sequencer One, and Sequencer One Plus. For further imnformation contact Software Technology Ltd on 061-236 2515.

EMPLANT GOES CLEAN

The long awaited 32-bit clean version of the Emplant Mac Emulator software has just been released. This allows Amiga owners without a Memory Management Unit to emulate a Mac, and enables the emulated Mac to use most of the Amiga's RAM. Existing Emplant owners will need to replace three chips on the board, but the three new chips will be sent out to all registered users. A PC emulation module for the Emplant is also coming soon, as is a PCMCIA version for use with the A1200.

IT'S LOGICAL, CAPTAIN



The Delta Ray joystick hasfive fire buttons as well as autofire and rapid fire options.

Spectravideo are continuing their ambitious hardware launch schedule with two new games-related peripherals.

The Logipad is a console-beating Amiga joypad featuring six microswitched fire buttons, an eight-way directional thumb control and an autofire option. Finished in black, blue and gold the pad is available now for £18.99.

Also new from the Wembley-based distributors is the Delta Ray joystick. Finished in black with blue trim, this stick features no fewer than five fire buttons, autofire and rapid fire options as well as an extra-long connector cable for long-distance waggling. The Delta Ray costs a very reasonable £15.99. Spectravideo can be contacted on 081-902 2211.



The new Logipad joypad has six fire buttons and an eight-way thumb control.

NEWS *brief*

GET A NEW IMAGE

Using pictures in your presentations, or simply for jazzing up your documents has been made easy by Galaxy Grafix who have produced a range of images on disk for Amiga users.

Called Media Background, the three disks include photos of CDs, keyboards, videos and the like, which were originally digitised in 24-bits and then retouched. Price: £14.95, call 0792 290998 for more information.

FOR FITNESS FREAKS

Amiga owners keen on keeping fit can now check on all their body pulses, pressures, and the rest, while they pump iron! *Heart Track* is a program from Healthcare Technology and using its chestband trasmitter, you can exercise up to nine feet from your monitor, while the program works out how much warm up, training and warm down time you should give yourself. Call 0243 528800.

RAM IT HOME

Three new Amiga RAM boards have been produced by American developers DKB. The A1200 RAM has two 72-pin SIMM sockets, a 0Mb RAM populated, 16MHz 68881 co-processor and costs £129. The 3128 is the only 32-bit RAM board available for A3000/A4000s. It can upgrade 32-bit (Zorro III) based Amigas up to 128Mb of RAM, has four SIMM sockets and costs £269.

The third RAM board is the MegaChip2 which upgrades A500, A1500 and A2000 systems to 2Mb and costs £154. Contact distributors Silica Systems on 081-309 1111.

PRINTERS PRICE DROP

Epson have reduced the price on 11 of their dot matrix printers by up to 16 per cent. For example, the LX-100 now costs £159 instead of £189, the FX-870 £379, from £439 and the LQ-1170 £679 from £749. Call 0442 61144.

AT THE HELM

Meridian have been appointed UK distributors for the multimedia authoring system *Helm*. Also on their stock list are *Adorage V2.0* and *Typesmith 2.0*, an update on the outline font editor package. Call Meridian on 081-543 3500.

MIXED MEMORY

Mitsubishi has two new series of mixed memory cards with 68-pin PCMCIA connection. The cards can provide either SRAM or Flash memory to the A600 or A1200 and are available in mixes of up to 2Mb. Mitsubshi are on 0707 276100.



THE COLUMN dave ROBERTS

I don't wish to alarm or over excite anyone, but it now seems pretty clear that the CD^{32} has got off to a bit of a flier.

It can't be hailed as a success just yet (CD-ROM wasn't built in a day, remember), but in its first few months it has built a solid platform on which to build.

After a curious beginning in Currys where it was available as a standalone unit, the console is now available as part of a bundle containing *Diggers*, *Oscar*, *Wing Commander* and *Dangerous Streets* (see the news story on page 16 for more details) and industry reports suggest that sales are picking up week after week after week.

Menzies and HMV are the latest chains to fall victim to its lure, adding more than 100 new stores to the stocking strength of the CD^{32}.

Even more significantly, Commodore now has a CD^{32} placement in the Dixons chain. The country's leading seller of video game hardware has taken the CD^{32} on its stock, instantaneously increasing the machine's High Street presence and public profile enormously.

There is evidence too in the latest monthly figures from Gallup that the machine is living up to all our great expectations. The format currently commands a 30 per cent plus market share of all CD software sales, more than twice that enjoyed by the well-established PC CD-ROM and closing in on the Mega CD (45 per cent). All this, of course, with just a few month's sales and a handful of titles.

Software support is another cause for some celebration. The number of titles available is increasing rapidly while the release of instant classics such as Mindscape's *Liberation* means that the quality of product is also on the rise.

Another undeniable (although possibly rather childish) plus point, is that at least it's not the Jaguar. Atari's 'next generation' machine was scheduled to sneak into the country at press time, but with distribution limited to only a smattering of stores. Software support is also extremely weak with only four titles available before Christmas .

This is not, however, the Martyn Lewis hour and it has to be pointed out that it's not all good news.

For a start Commodore has just announced another set of poor financial figures showing a whopping great loss. But the firm did predict the loss and insist that they will be back in the black for the quarter just ended (December 31st, 1993). Another, if not negative, then certainly neutral point is the remaining ambivalence towards Commodore and their products in the US. For the CD^{32} to be a format that attracts long term software support from the best publishers in the world, it has to have considerable success in the world's most lucrative market, the US. That must be a priority for Commodore in 1994.

One more slight drawback in the story so far has been an awful reception to the first CD32 television advertisement. One marketing expert described it as "a whisker away from being merely awful".

Still, minor gripes and grumbles aside, the impression within the UK games trade is that the CD^{32} has got off to a good start and could just possibly fulfill all of Commodore's big dreams (which until recently seemed like just dreams).

Certainly the machine now has something on its side that it didn't have a few months ago: momentum. It could prove a vital factor as Commodore looks to build on '93's good work. Don't tell anyone I told you so, but it just looks like it might be a happy new year.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF AMIGA FORMAT

WORLD O DOMINAT

THE FUTURE ENTERTAINMENT Show for 1993 is over – and what a show it was. With the huge World of Amiga dominating the floor from every angle, it was hard for any Amiga fans to go wrong.

As expected, Commodore's impressive stand focussed on CD^{32}, with around 15 machines playing games such as *Sleepwalker*, *Microcosm* and *Morph*. Commenting on the show, Commodore's UK MD, David Pleasance says: "Commodore took the FES very seriously and invested in the best stand at the show. Anyone who didn't get to see our stand, or CD^{32}, should take a look at the pictures and they can see how good it was.

"We also went around all the retailers' stands and most of them said that Amiga products made up 70 per cent of the sales they made at the show. In spite of all the fears about Commodore, we're back with a vengeance."



The World Of The Amiga dominated the Future Entertainment Show and there was huge interest in both the CD^{32} and A1200.

Retailers packed their stands with all the newest and the best gear for the Amiga. Silica Systems were swept off their feet with interest from Amiga owners. Says Silica Systems spokesman Andy Leaning: "CD^{32}, and software for it, just leapt off the shelves. Basically, because Commodore put up such a good stand, there was a much higher awareness of CD^{32}. Our supplies of A1200s also went by the bucket loads."

Intelek go it alone

Top-notch programmers Intelek are severing their links with sports games specialists Domark and publishing their very own Amiga product.

Responsible for the highly-successful *Championship Manager* series, Intelek are releasing a special standalone version of the game called *Championship Manager Italia*, which enables you to guide a fledgling side up through the ranks of the Italian football league.

Available in the shops or direct from Intelek via mail order now, the game costs a mere £17. Intelek can be contacted on 0202 752137.

DINOMANIA

Educational software publishers 10 Out Of 10 are cashing in on the current craze for all things Jurassic with the release of *Dinosaurs*, an interactive encyclopedia aimed at the five to nine-year-old age range.

There are more than 1,000 dinosaur-related facts in this six-game package designed to make learning a more enjoyable and rewarding experience for children.

The Dinosaur pack is available now, it costs £25.99 and is available from 10 Out Of 10 Software. For further information give 10 Out Of 10 a call on 0742 780370.

US GOLD GET WORLD CUP LICENCE

Software giants US Gold have tied up a deal with FIFA, the world's football governing body, to produce the official World Cup soccer game to coincide with the feast of international footie that takes place in America over the summer of 1994.

Imaginatively titled *World Cup Football*, the game looks "absolutely fantastasic" according to US Gold's Bridgett Hirst The game is expected to hit the streets some time in April.

There's no news yet on whether an England squad will be included, but we hope to bring you more details next month. US Gold can be contacted on 021 625 3366.

F AMIGA ES FES



The Gaffer gets gunged. Marcus does his bit for charity, helped by a gleeful Andy Hutchinson.

Of course, Future Publishing was there in force too. As well as selling their huge range of successful computer titles, including *Amiga Format, Amiga Format Special, Amiga Power* and *Amiga Shopper*, there was also a stage where visitors to the show could come and meet the teams of the magazines and ask as many questions as they liked.

Console owners were only notable by their absence. PC owners were slightly more keen, but still only managed a small group of onlookers. However, it was Amiga owners – as ever the most enthusiastic and knowledgable about their machine – who crowded around the stage ready to pose pertinent queries.

The sessions far out lasted the time that had been allocated to them and subjects discussed ranged from CD^{32} and piracy and the future of the Amiga, to all the technical problems you could think of.

As well as hosting the Meet The *AF* Team session, *Amiga Format* editor Marcus Dyson also did his bit for charity. The NSPCC had brought along the Gunge Road Show of Noel Edmond's House Party fame, complete with Smiley Miley and gallons and gallons of gunge.

To see someone gunged you have to nominate them and make a donation to charity. And guess what – Marcus ended up in the tank, covered in green gungeyb slime. "It was a surprisingly pleasant experience," said Marcus, " the gunge is quite warm and feels nice between your toes."

A1200 and CD32 Games TOP 10

ELSPA PENGUIN CHARTS

Top Ten A1200 Games

Pos	Title	Publisher	Score
1.	Alien Breed 2	Team 17	80%
2.	Brutal Sports Football	Millennium	77%
3.	Body Blows Galactic	Team 17	88%
4.	Jurassic Park	Ocean	72%
5.	Pinball Fantasies	21st Century	FG90%
6.	Civilization	Kompart	FG95%
7.	The Chaos Engine	Renegade	89%
8.	Diggers	Millennium	FG91%
9.	Sim Life	Mindscape	86%
10.	Air Bucks v1.2	Impressions	72%

Top Ten CD32 Games

Pos	Title	Publisher	Score
1.	Zool	Gremlin	FG93%
2.	Pinball Fantasies 2	21st Century	85%
3.	Whales Voyage	Flair	Not reviewed
4.	Deep Core	ICE	Not reviewed
5.	Overkill/Lunar-C	Mindscape	84%
6.	Morph	Millennium	78%
7.	D/Generation	Mindscape	65%
8.	James Pond 2: Robocod	Millennium	85%
9.	Trolls	Flair	Not reviewed
10.	Arabian Nights	Krisalis/Buzz	88%

Chart compiled by GALLOP

This Month's TOP 30

ELSPA PENGUIN CHARTS

Pos		Title	Publisher	Score
1.(-)	New	Frontier: Elite 2	Gametek	FG90%
2.(-)	New	Premier Manager 2	Gremlin	89%
3.(-)	New	Alien Breed 2	Team 17	80%
4.(-)	New	Micro Machines	Codemasters	FG90%
5.(-)	New	Body Blows Galactic	Team 17	88%
6.(1)	▼	Championship Mgr 93	Domark	82%
7.(8)	▲	Sensible Soccer 92/93	Renegade	80%
8.(-)	New	European Champions	Ocean	73%
9.(11)	▲	Goal!	Virgin	88%
10.(2)	▼	Syndicate	Electronic Arts	FG91%
11.(-)	▲	Hired Guns	Psygnosis	FG95%
12.(-)	Re	Streetfighter 2	US Gold	87%
13.(-)	New	F-117A Nighthawk	Microprose	FG92%
14.(-)	New	Uridium 2	Renegade	FG94%
15.(6)	▼	Premier Manager	Gremlin	87%
16.(9)	▼	Gunship 2000	Electronic Arts	87%
17.(12)	▼	Flashback	US Gold	FG93%
18.(15)	▼	Space Hulk	Electronic Arts	77%
19.(18)	▼	F1 Grand Prix	Microprose	FG92%
20.(-)	New	Zool 2	Gremlin	FG93%
21.(-)	▲	Combat Classics 2	Empire	8/10
22.(-)	Re	Alien 3	Virgin	70%
23.(7)	▼	Dogfight	Microprose	81%
24.(29)	▲	Space Legends	Empire	FG91%
25.(-)	Re	Zool	Gremlin	FG95%
26.(21)	▼	Desert Strike	Electronic Arts	87%
27.(-)	Re	Lemmings 2	Psygnosis	FG94%
28.(-)	Re	Lotus 3: Ultimate Chllge	Gremlin	87%
29.(19)	▼	Dune 2	Virgin	FG90%
30.(-)	Re	Ancient Art of War	Microprose	87%

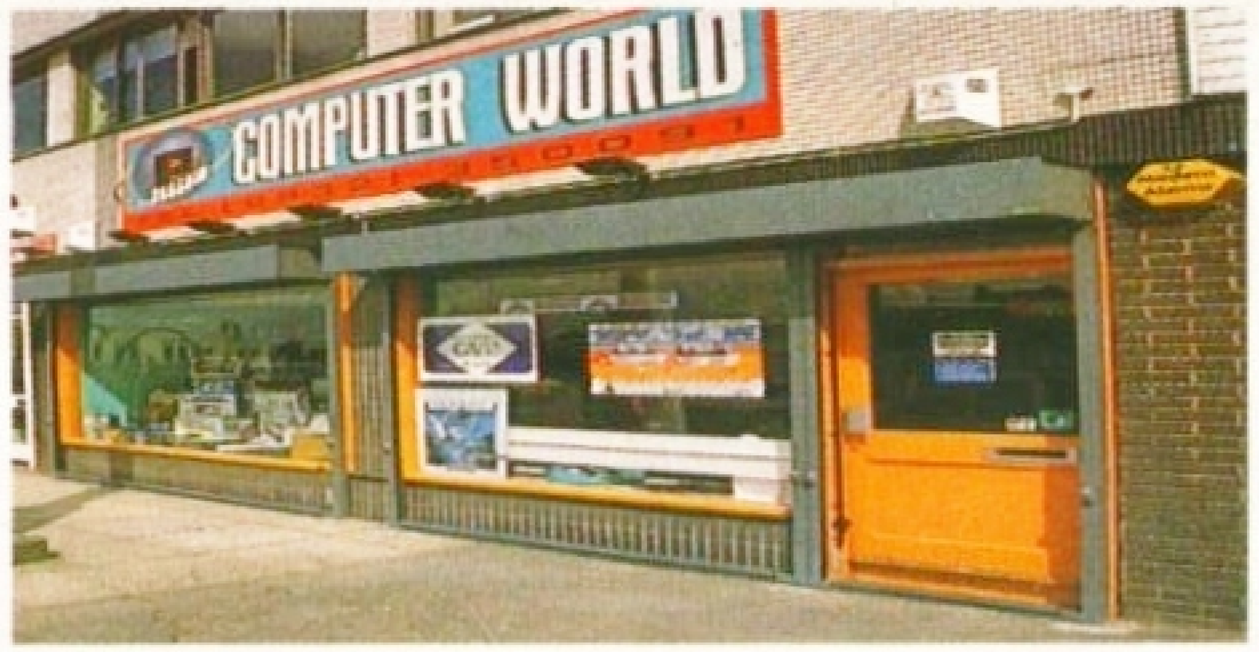
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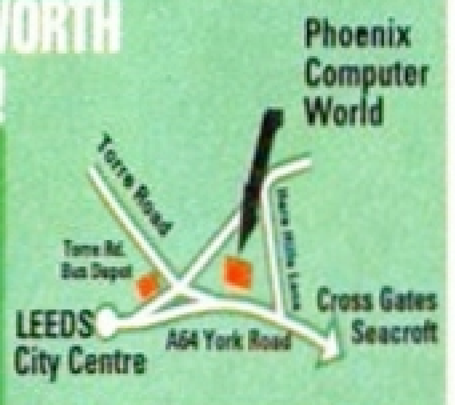
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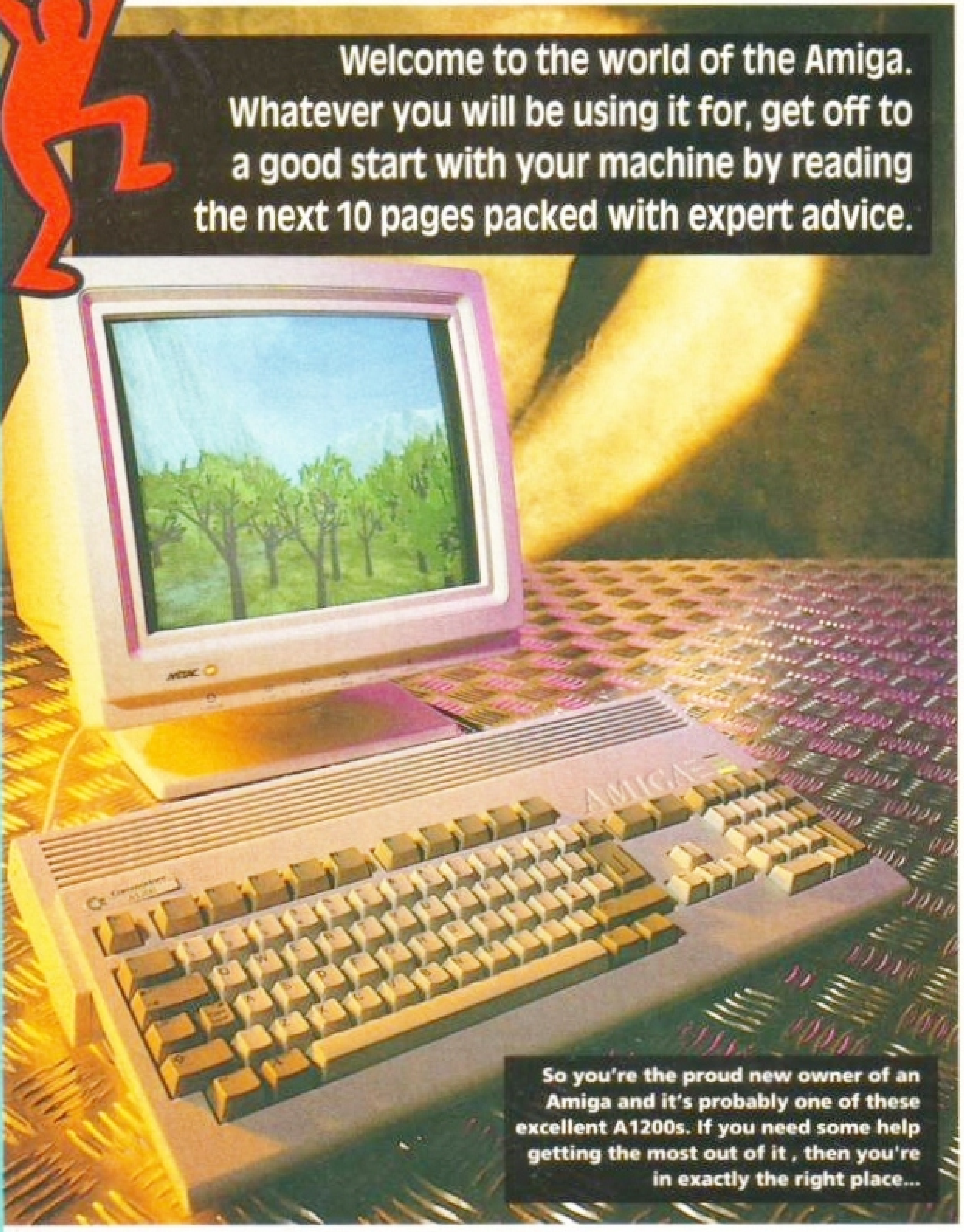
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So you're the proud new owner of an Amiga and it's probably one of these excellent A1200s. If you need some help getting the most out of it, then you're in exactly the right place...

GET YOU

HELLO AND WELCOME!
Presumably you're the proud owner of a new Amiga, and it's probably a gleaming A1200. You lucky devil!

The best place to start is with a quick look at the hardware that makes up your Amiga, to explain what it all does.

First, of course, you will have plugged it in and set it up. One point worth noting here is the TV signal. The Amiga produces an RGB signal, so called because it works using the three colours, red, green and blue, that make up a TV picture. This is then converted by a little piece of electronics inside the Amiga into an 'RF signal' which is what the aerial socket on your TV uses.

The RF signal, however, is of a slightly poorer quality. If your TV has a SCART socket (also called a Eurotel or Peritel connector) you can buy a cable to connect it up to the RGB output on the back of the Amiga (it costs about £8). The result will be a better signal, and hence a better picture on the screen.

When you switch on your Amiga, it checks itself to make sure it's working OK, then displays the 'ready to go' screen, asking you to put a disk in. On the right-hand side of the Amiga is the internal disk drive. Slide a disk in, and the Amiga will automatically check to see what kind of disk it is. There are two kinds: self-booting disks, and Workbench disks.

If it's a self-booting disk – probably a game – the Amiga then loads all the data from the disk into the Random Access Memory (RAM) of

GAMES



Classic adventure for your Amiga comes in the form of *Monkey Island 2*.

IN A MOMENT we'll look at all the kinds of games you can get. But first, a note. Or two notes. One: if you like adventure games like *Monkey Island*, or flight sims, or golf games, get a hard drive. Some of these games come on seven or more disks which means constant swapping, and it's a nightmare if you don't have a hard drive.

Note two: every time the Amiga has been changed (and it's been changed almost every year over the last five years), some games refuse to work with the new version. This means that there are some (just a few) superb, classic games around that are a couple or three years old that might not work with your A1200. Do ask when you buy.

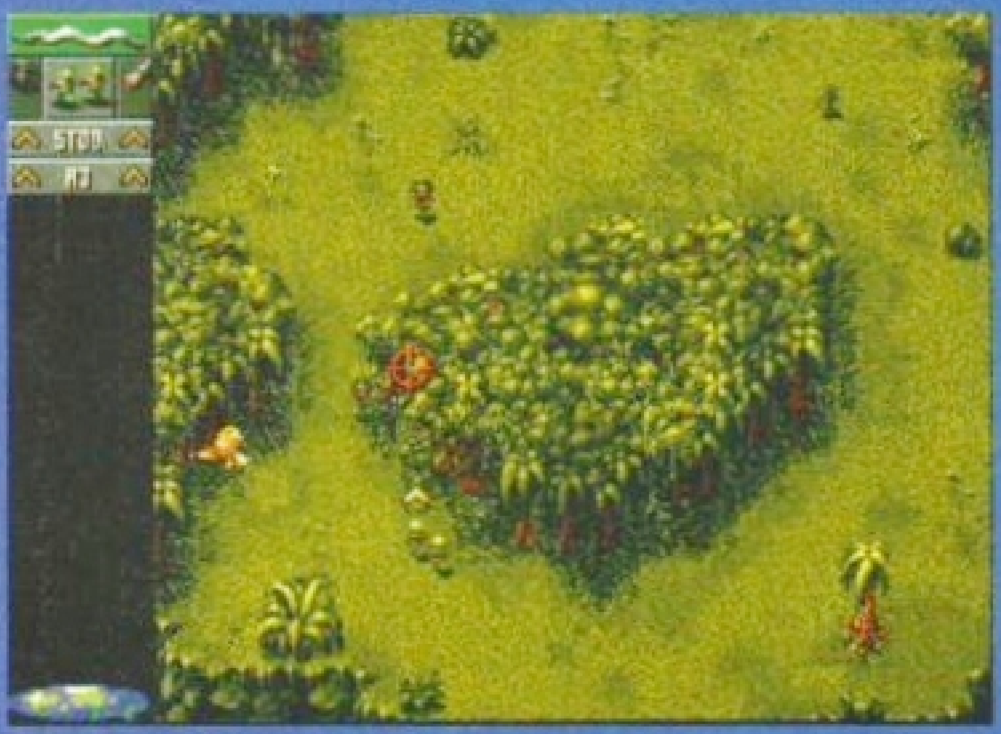
A footnote to the last note: one very clever thing about your A1200 is that its chips can imitate older versions of the Amiga's chips. If you hold down both mouse buttons at the same time while you are booting, you get a choice of which chips to use. This means you can play some of those superb older classic games quite happily, which is definitely A Good Thing.

ADVENTURES

Games in which you play a character you have to identify with in a world you have to picture in your imagination; usually based on thought and puzzles rather than fast action. *Monkey Island 2* is the acme; RPG-style games like *Dungeon Master* and *Eye of the Beholder* also come in this category.

SHOOT-EM-UPS

The original video game – remember *Space Invaders*? Lots of speed, lots of reflexes, lots of



Cannon Fodder is supremely violent and wonderfully playable. One of the best shoot-em-ups you can buy.



Street Fighter 2 took the world by storm last year with its cunning mix of cartoony graphics and slick controls.



Five years in the making, *Frontier: Elite 2* exceeded all our expectations of what a space adventure should be.

TO KNOW R AMIGA

the Amiga, which is where it lives until you switch your Amiga off .

The program now sends commands to the CPU chip at the heart of the Amiga, and from there it runs the program, reading your input from the keyboard, joystick or mouse, doing its calculations, and then displaying an updated picture on the screen 50 times a second.

If your disk isn't self-booting, you have to put your Workbench in first. This loads up the Workbench screen: from here you can start other programs running and also control what's called your 'disk house-keeping', which means copying files from one disk to another, deleting old files you don't want and possibly also making copies of files.

Files are simply anything you have created using a program: so they might be letters you have written with a word processor such as *Wordworth*, or pictures you have made with a paint package like *Deluxe Paint*, or the pages of a leaflet you have designed with a DTP package, pieces of music you've composed with a music program, or even the code of your own programs that you have created using a programming language.

You can find out more about how all these types of programs work and what you can do with them in the following pages, and there's a detailed guide on how to get to grips with Workbench waiting for your attention on page 183.

Just one more thing: you can plug in a hard drive inside your Amiga (get this done by a reputable firm and make sure your warranty remains intact). This is an excellent idea: when you switch the Amiga on with a hard drive in, Workbench will load automatically and you will have easy access to all your programs, and all the files you have created with them.

You can also store many games on your hard drive (see games panel below), and they will then load quicker and run without delays caused by disk-swapping.

Right, that's enough sensible talk! Now read on…

Continued overleaf ☛



IN-DEPTH AMIGA INFO

If this 'get started' feature has whet your appetite for information about your new Amiga, then the 120-page *Amiga Format Beginners' Guide Special* will suit you down to the ground. It comes from the same people who bring you *Amiga Format* but is more in-depth than we have space to achieve here.

The *Beginners' Guide* is in the shops from Thursday 6 January and contains info on games, DTP, music, graphics, your Amiga and a great, great deal more. Don't miss it!

adrenaline, lots of firebutton-bashing and going berserk… but not much thought. Try *SWIV, Apidya, R-Type, Chaos Engine* and, above all, the new *Cannon Fodder*.

BEAT-EM-UPS

Kick-boxing games, best with two players. Think of *Streetfighter 2* – need we say more? Look out for *Rise of the Robots*, coming to your Amiga in the not too distant future.

SIMULATIONS

Generally in 3D, in realistic imitation worlds. Flight sims are what you first think of (try helicopter sim *Thunderhawk* or the *Stealth Fighter* sim *F117A*) but the best is probably race-driving sim *F1GP* and you could also include space-trading sim *Elite* and the sequel *Frontier Elite 2*.

STRATEGY

Games that require thought and concentration, and also create a believable game world. They're not generally 'sexy' but they do have more than their fair share of places in the all-time best games charts: check out *Civilization, Railroad Tycoon, Sim City*, and *Rome 90 AD*.

GOD GAMES

Derivative of the strategy game in which you control the lives of miniature people. The original, *Populous*, with imitators like *Mega-lo-Mania* and the superb recent *The Settlers* are all extremely engaging games.

PUZZLERS

From the crap-looking, but addictive shape-game *Tetris* and its various clones to the totally wonderful *Lemmings*, these are games that put the premium on thought: though action is often involved as well. It's also worth looking out for older releases which aren't big names, such as *Puzznic, The Power*, and *Pushover*.

ARCADE GAMES

Anything, really, that's colourful, cutesy and fun, though the gameplay is usually action with a bit of puzzle. Old classics like *Wizkid, Spindizzy Worlds* and *Bub and Bob* have been joined by lots more – look out for *Putty* and its forthcoming AGA follow-up.

PLATFORM GAMES

Anything in which the characters jump, bounce or leap around on platforms, though again often cutesy and colourful. The classic is *Rainbow Islands*, with *Zool, Robocod* and many more keeping the genre rolling.

SPORTS GAMES

Like the sports, these can have all kinds of presentation and draw on differing skills. Classics are footy (*Sensible Soccer* is best), golf (choose from *PGA Tour, Links* and *Nick Faldo's*), snooker and pool (*Jimmy White's Whirlwind Snooker*), but there's lots more around too…



From pig-farming to empire building, Blue Byte's god-game *The Settlers* enables you to do it all.



Goodies, baddies and loads and loads of levels, *Putty* is the archetypal platform game and wonderful with it.



Fishy superhero James Pond sets out on another penguin-rescuing mission in the AGA version of *Robocod*.



If you choose the right software your Amiga can be a real asset in running a business or helping control your personal finances.

GETTING DOWN TO BUSINESS

All of this flashy games and video stuff is all very well, but what about the grim realities of life? What about the business, word processing and desktop publishing software for your Amiga? Well, here we go...

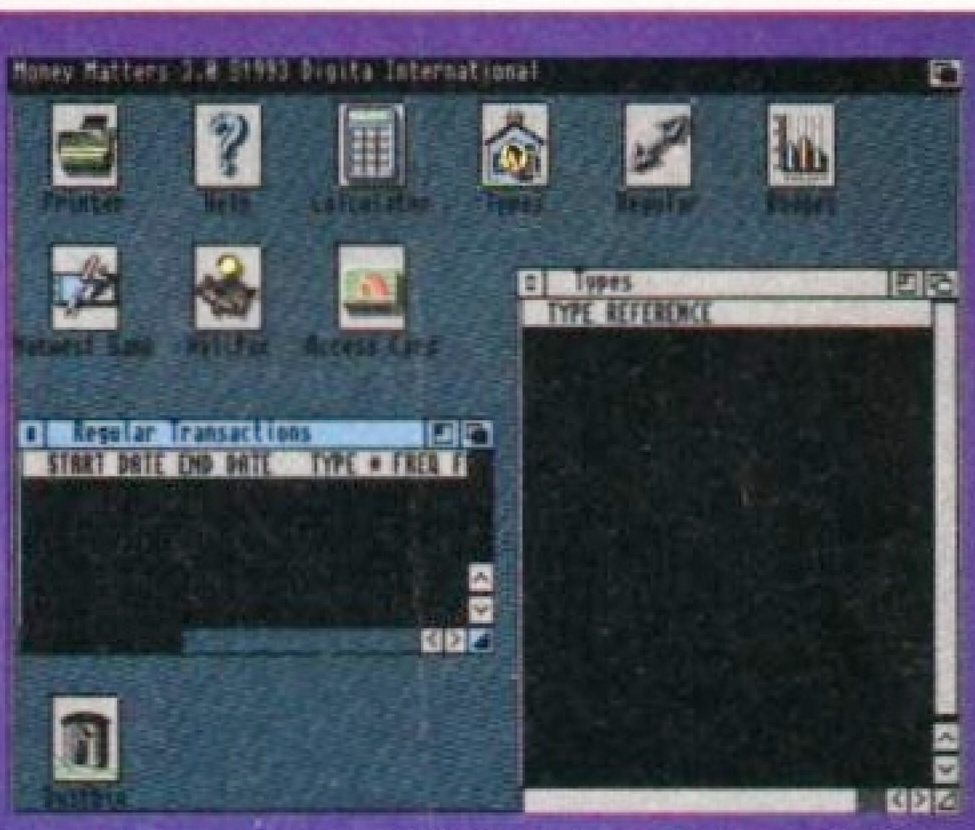
BUSINESS IS A bit of a loose term, but over these two pages we will be looking at software which can be used to help you in your office work or you can use in other areas of your work and at home. There's an awful lot of different types of software to get through in just two pages, but we can have a look at the major areas you need to know about...

FINANCE PROGRAMS

Money is a fickle commodity. It's far too easy to lose track of where the pennies are going, and even easier to lose track of the pounds. Fortunately, there are several programs which will help you work out where it all goes.

It would be possible to do this with a spreadsheet, but finance programs are already set up, so all you need to do is to input the figures. The idea is that you give the program figures such as how much you get paid, how much rent you pay and how much you spend on beer, and it calculates how overdrawn you are likely to be at the end of the month.

Most finance programs can also calculate "what if?" situations, so you can work out how much less overdrawn you would be if you stopped spending all your money on foreign lagers.



Keeping your hands on your stash could be easier if you knew where it was going. Personal finance programs such as *Money Matters 3* could help.

WORD PROCESSORS

Whether you are writing a letter to your bank manager or putting together the prose for the latest in your fantasy trilogy set on the mythical world of Splong, a word processor is one of the most useful programs you can get for your Amiga. The concept is very simple: word processors enable you to type in, edit, print and save words. This may not sound particularly useful, but think on how many times you have started writing somebody a letter by hand, and have had to scrap it and start again because you got something wrong. With a word processor, you don't have this problem, because you can chop and change the text as much as you like before you print it.

You can also search for and replace text, so if you realise halfway through your novel that you've spelt the main character's name wrong, you can find every occurrence of the name and replace it with the correct spelling.

Many word processors will also perform an operation that's referred to as a mail merge. This is where you produce a letter and a list of names and addresses, and the program combines the two to produce individualised letters. This can be used to produce the sort of letters you get from mail order companies, although it does have many other uses.

You can also import pictures into documents with some word processors. This has lead to a certain amount of confusion about when a word processor becomes a DTP program and word processors such as *Wordworth* and *Final Writer* are easily capable of producing simple documents such as newsletters or fanzines.

DESKTOP PUBLISHING

One area in which the Amiga excels is desktop publishing (DTP). Rapidly expanding in terms of software for the Amiga, using desktop publishing programs enable you to get well on your way to producing a magazine, poster or fanzine of exceptionally high quality.

Whereas word processors are designed for dealing with individual words, DTP programs deal with pages. So, you produce your words using a word processor and combine these with the images, titles, headlines and graphics by using a DTP program. That's more or less how we produce this magazine.

SPREADSHEETS

Spreadsheets don't look particularly interesting, but they are potentially extremely useful. The basic idea is that you create a spreadsheet by inputting figures, and creating a series of calculations which apply to this data.

So, you could input a series of transactions from, say, a bank statement, then set up a spreadsheet program to calculate your balance and any interest owing on this. The great strength of a spreadsheet lies in its ability to recalculate new data extremely quickly, even if you only change one figure.

For example, if you wanted to produce a cash-flow projection, you could quickly calculate several different ones from different sets of figures for incoming cash. Some of the more powerful spreadsheets will even allow you to hold several different spreadsheets in memory at once, and will point out the differences between them.

With modern taxation laws becoming more complicated by the day, the ability to be able to change your predictions quickly is essential for any small business.

DATABASES

It may be your record collection, it may be a list of clients or even a family tree for your pet cat, but the ability to quickly find certain items of information from a set of data could be critical.

A database program enables you to store data and search through it quickly. So, if you want to find any records by 'Norman Sponge and the Squids from Bognor', you would enter this as a search category in your record database, and a few seconds later (or longer if you've got a big record collection), a list of Norman's finest vinyl (or CD) moments would appear on your screen.

Some database programs will even store graphics and sound, therefore you could store a list of employees with a photo and a sample of their voice.

COMBINED PACKAGES

There are several programs available on the market which offer an all-in-one solution for the home or small business user. These combine a word processor, spreadsheet and database into one, with the ability to exchange data between them.

Combined packages are ideal if you need to use all of these facilities because you can calculate some costing details in your spreadsheet, and then copy this information into your word processor for use in a letter. As you would expect, these combined programs are not as powerful or feature-laden as their specialist colleagues. However, they should be adequate if you only require them for simple tasks such as producing letters, and calculating cashflows.

Continued overleaf ☛

RECOMMENDED PROGRAMS

Picking the right program is the secret to using your Amiga for desktop publishing, word processing and business applications. Here are the ones that have impressed us most...

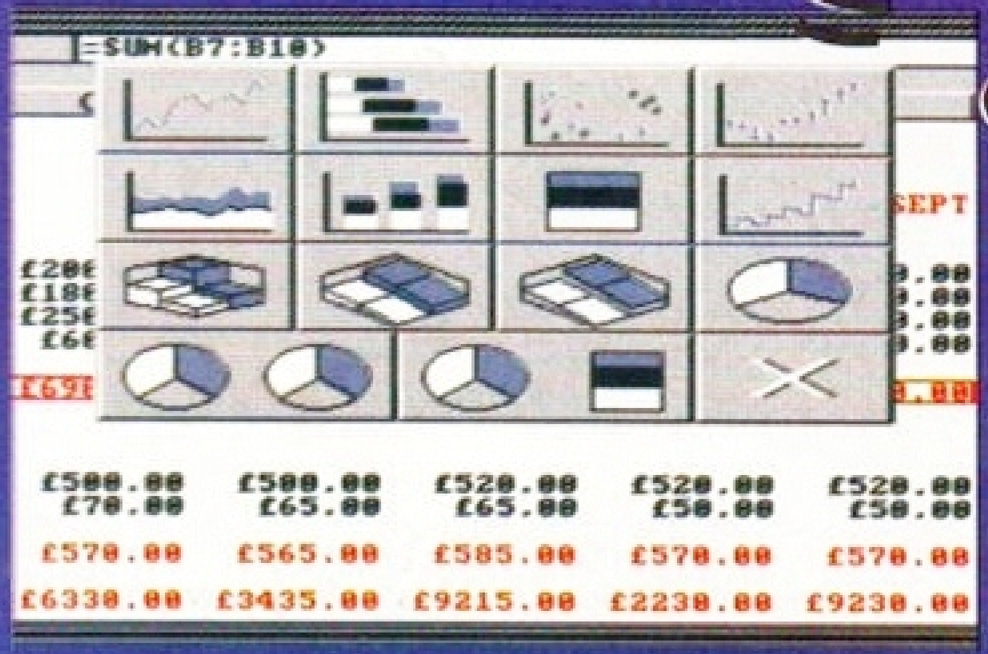
SUPERBASE 4 PERSONAL
£149.95 Meridian: 081-543 3500.



Organise your CD collection, your stamp collection, or any other collection with *Superbase 4*.

A very powerful database, which can combine graphics, sounds and animations with your data. *Superbase 4* is easy to use and and very flexible. When we reviewed in Issue 53 we gave it a whopping great 89%.

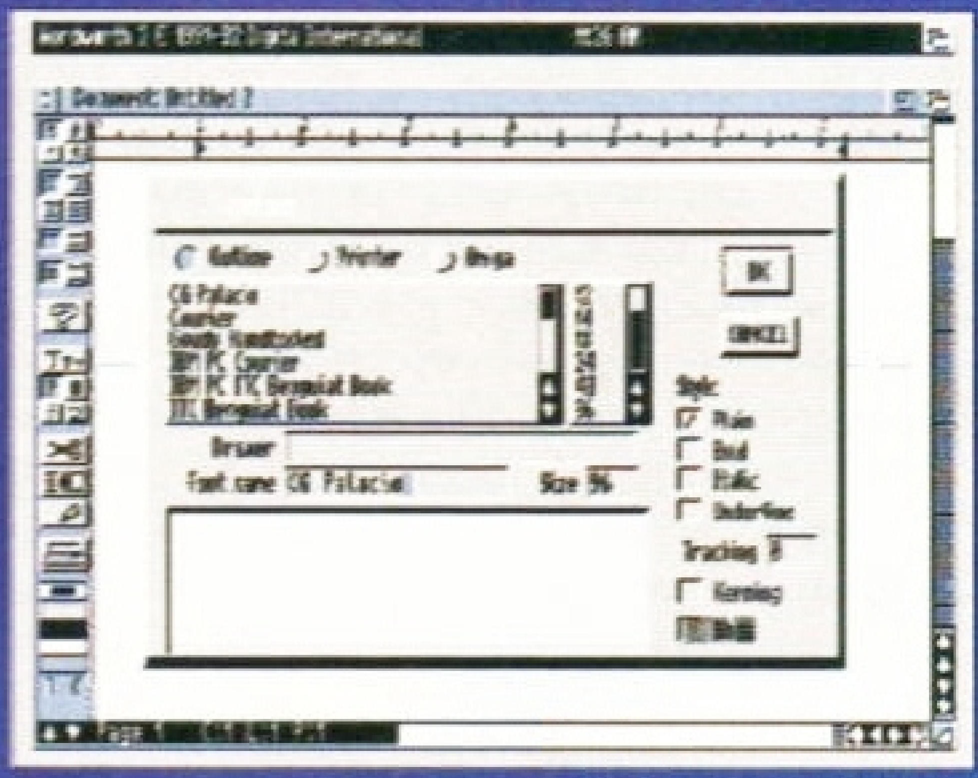
GOLD DISK OFFICE 2
£49.95 Silica Systems 081-309 1111



This bit may look a bit dull, but this software can handle most of your business needs.

Gold Disk Office 2 Combines the functions of spreadsheet, word processor, database, graphics and disk utilities in just one package. Most of them are slightly reworked versions of other Gold Disk classics like *Pro Calc* and *Pagesetter*, but it represents a good all round choice for the beginner.

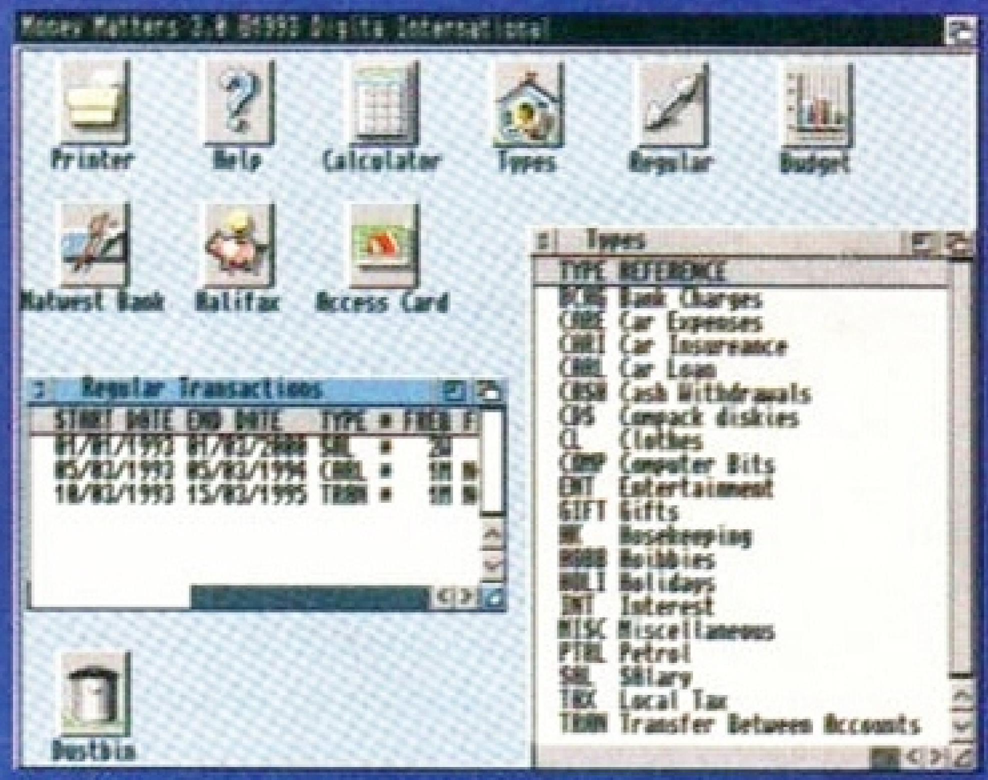
WORDWORTH 2
£129.99 Digita International 0395 270273



Wordworth 2 is probably the best all round word processor at the moment, but wait for *Wordworth 3*!

Wordworth 2 is a very powerful word processor which can also handle graphics. Expect to see *Wordworth 3* early next year. Wordworth 2 was awarded a prestigious *Amiga Format* Gold rating 91% in Issue 41.

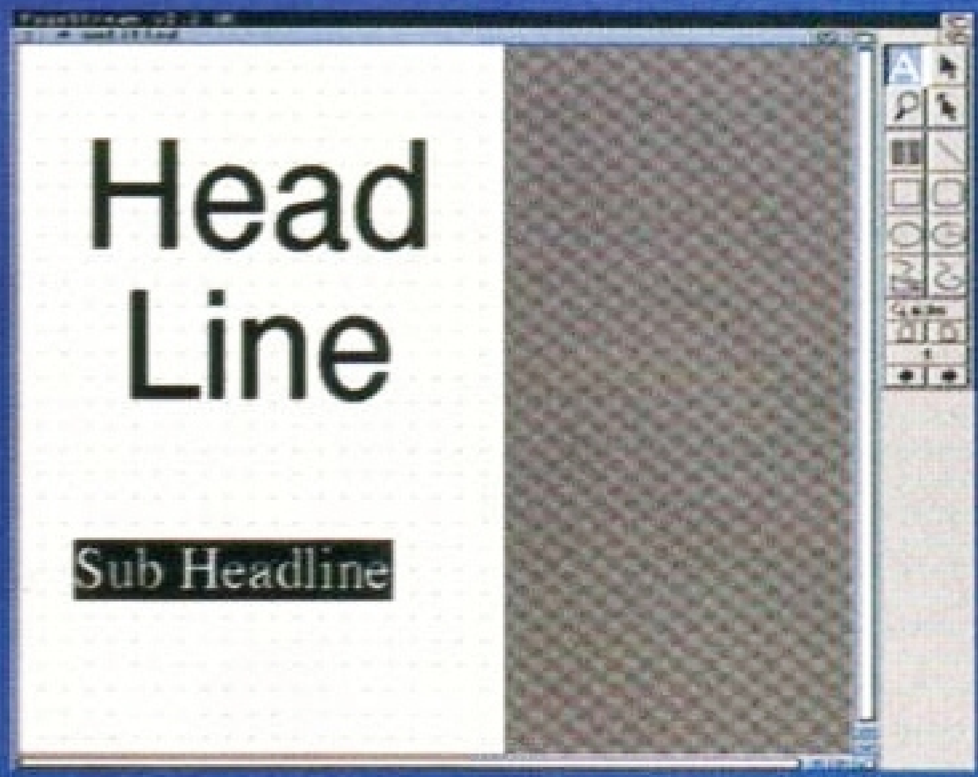
MONEY MATTERS
£49.99 Digita International 0395 270273



Money matters can separate your finances into different budgets so you can see where it all goes.

Money matters is more than up to the task of managing your finances. If you need to get a tighter grasp on your fortunes (or lack of them) this is an excellent program for dealing with the facts and figures in an efficient way.

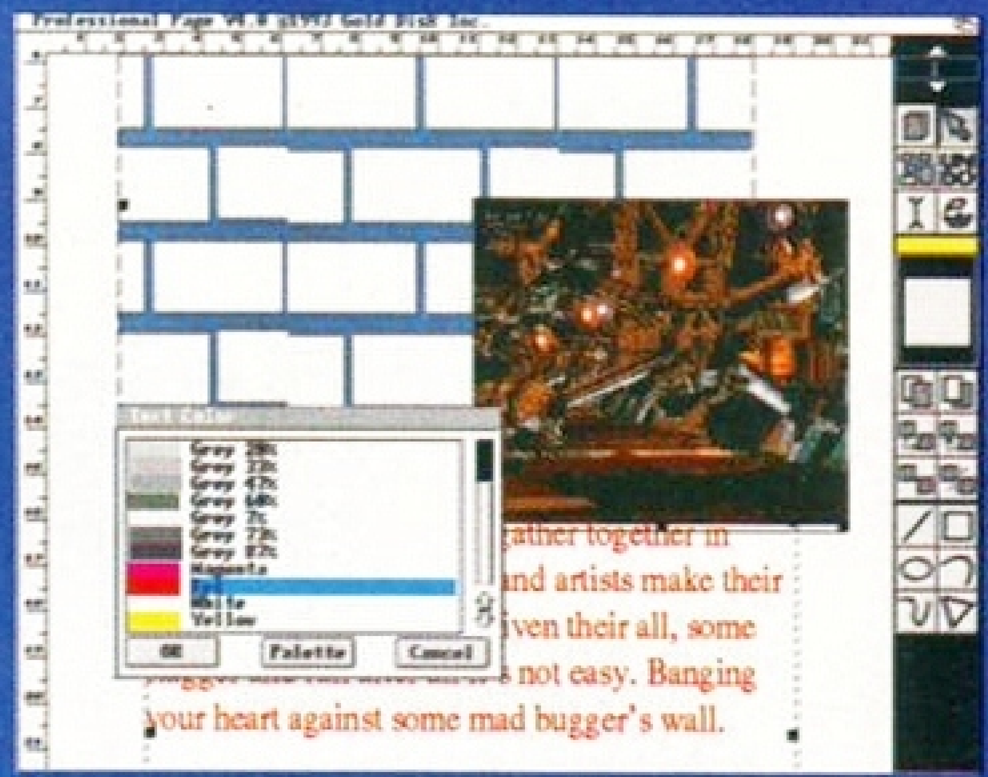
PAGESTREAM 2.2
£199.95 Soft Logik 0101 314 894 8608



You can use your Amiga and a DTP package such as Pagestream to create your own mag or fanzine.

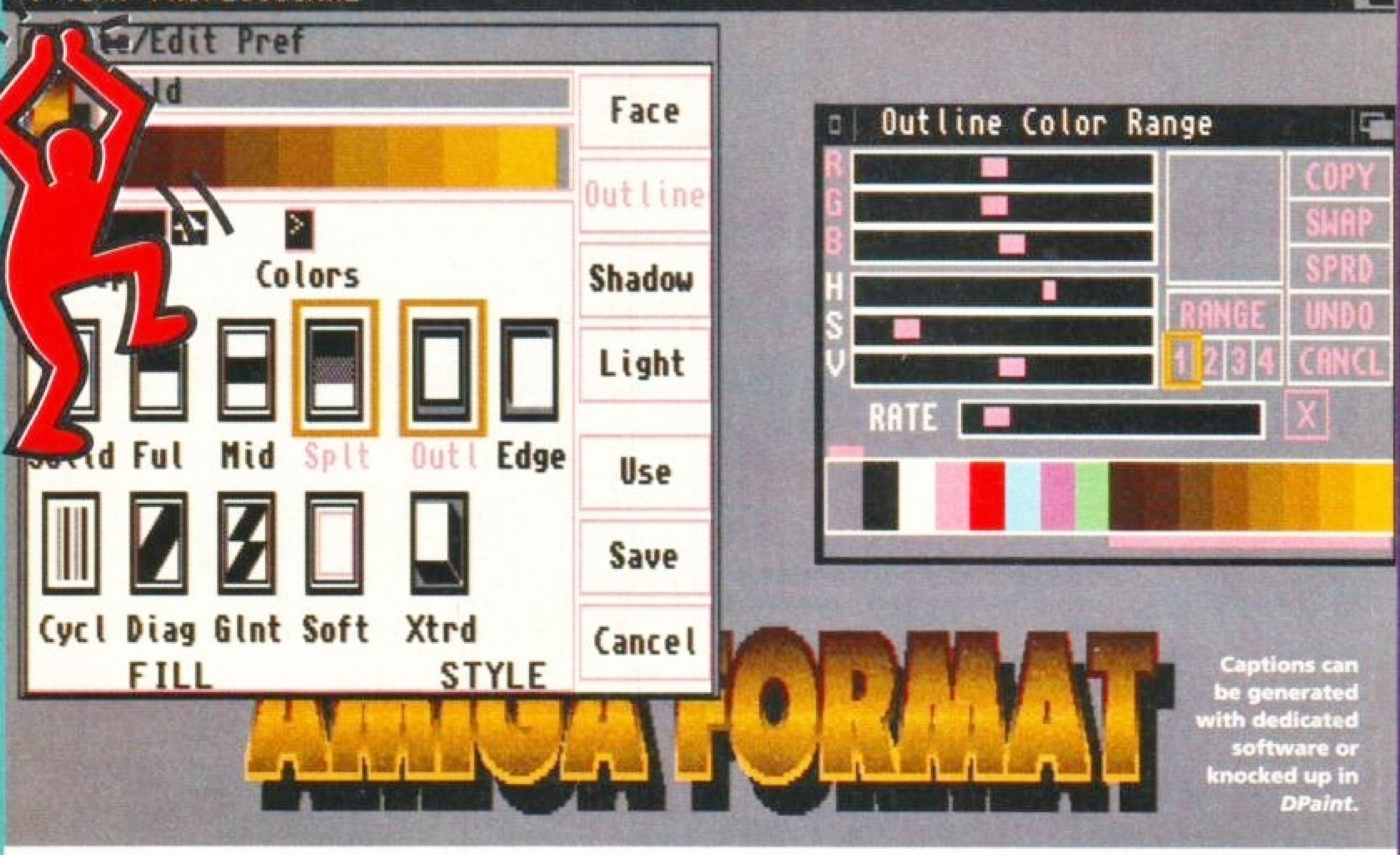
The Amiga desktop publishing war has produced several casualties, but *Pagestream 2.2* isn't one of them. Version 3 should be out in the not too distant future and promises to reopen hostilities. *Pagestream 2.2* was awarded a 91% *Format* Gold rating in issue 34.

PROFESSIONAL PAGE 4.1
£199.95 Gold disk 0101 310 320 5080



caption caption caption caption caption caption caption caption caption caption caption

Fast, easy to use and very powerful, this desktop publishing program was a firm favourite with our reviewer, who awarded it 94% in *Amiga Format* issue 46. In fact, Professional Page 4 is probably the best Amiga DTP package available at present, because it takes advantage of the AGA chipset.



Captions can be generated with dedicated software or knocked up in *DPaint*.

IN THE FRAME

The Amiga's amazing graphics capabilities make it ideal for home, use and for producing professional results. If you're a budding Spielberg, read on...

GENLOCKS

Genlocking is the term that describes the process of overlaying computer graphics on to a live video signal. To do this with the Amiga you need a piece of hardware, called a genlock, which plugs into the video out port at the back of your machine.

The genlock works by assuming that one colour on your Amiga screen is transparent. This is usually the default palette's colour zero, but under Workbench 2.04 and up, you can actually set which of the system palette's colours to use.

The genlock is then connected to a live video image, and the output connected to either a monitor or a video recorder if you want to tape the action for viewing later. The genlock switches between the live video image and the computer graphic display thousands of times per frame, mixing the images together. Genlocks are used to produce captions and those funny pictures that appear over newsreaders' shoulders.

Once you have a genlock you don't need any titling package to use it (although there are plenty available), you can just use *DPaint*. There are some compatibility problems with earlier models of some genlocks, it is best to check before buying.

CHROMAKEY

The opposite to genlocking is chromakeying. This is the process whereby a video image is overlaid on to a computer–generated graphic. This technique is also known as Colour Separation Overlay (CSO). It was invented by the British so the Americans thought they had better rename it.

CSO has been used in everything from *Superman* to Bill Giles' long–term weather forecasts. In order to work, there has to be some component of the video image which is more or less a constant colour. The colour usually chosen is blue, because flesh tones contain no blue components so it is easier to distinguish the people from the background, but any colour can be used.

The images are then mixed in much the same way as with a genlock. The selected colour of the live video sequence becomes transparent and the computer graphics show through "underneath".

Many outstanding visual effects are possible by combining a genlock and a chromakey unit. Many more are possible by fiddling with all the knobs, even if you don't know what you are doing.

EDITING

As well generating video footage with the Amiga, you can also edit it all together. Computerised editing suites are prerequisites for a professional operation, but with a wonderful machine like the Amiga the home user can experience some of the benefits of digitally–controlled editing.

Essentially these systems will allow you to define clips of video tape (in some cases up to the specific frame) and store this information in memory as a "take".

These takes can then be put together in any order you desire and, once you have told the software to "assemble" them, the computer will control the playback and record decks to automatically piece together the entire sequence.

Usually these systems will only work with video equipment which conforms to some sort of remote control standard such as LANC or the Panasonic standard. They also use infra-red devices which connect to the Amiga's parallel port and can be used to emulate a conventional remote control. This means that you don't necessarily have to buy new video equipment specifically to use these packages.

Continued overleaf ☛

Scala is probably the best-known titling package, but it is really a full-blown presentation program.



RECOMMENDED PROGRAMS

GENLOCKS

MINIGEN–PRO
£149.95 ● Trilogic 0274 691115
One of the first ever genlocks for the Amiga, it is a bit cheap and cheerful, but it works.

ROCGEN
££149.99 ● 1st Comp Centre 0532 319444
Probably the most popular Amiga genlock. This unit works particularly well with the RocKey.

G-LOCK
£299 ● Silica Systems 081-309 1111



The G-Lock is fully software controlled and handles both Y/C and composite signals.

One of the more professional genlocks on the market, this GVP–designed wonder is completely controllable via software – so you can easily program in fades and effects.

CHROMAKEYS

ROCKEY
£139.99● 1st Comp Centre 0532 319444

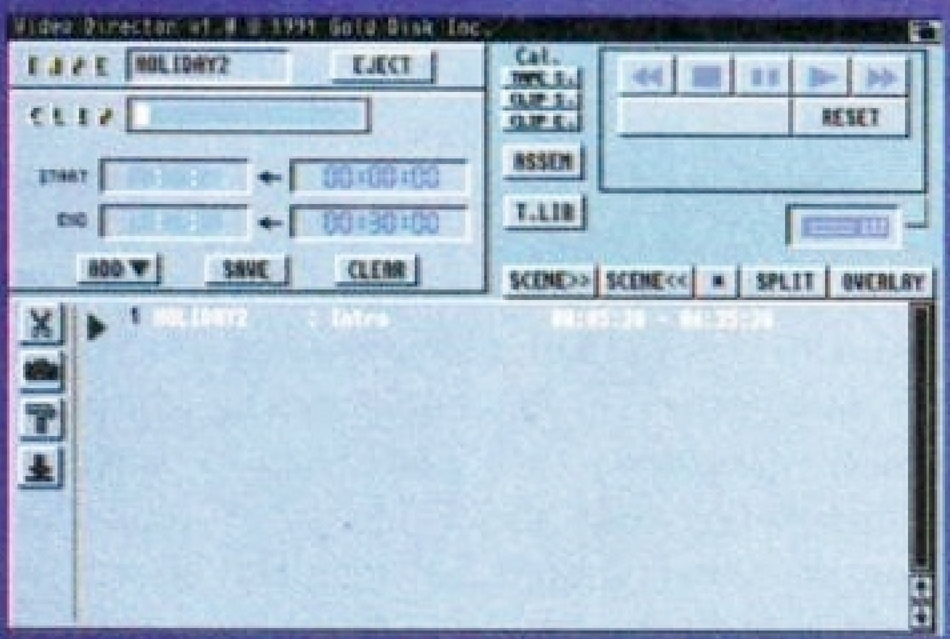


The weather map is a particularly fine example of how a Chromakey effect works.

The only real RocKey unit, this may seem a little primitive but it is very effective indeed.

EDITING

VIDEO DIRECTOR
£99.95 ● Silica Systems 081-309 1111
If the thought of cutting together all your video clips doesn't appeal, the Amiga can do it for you.



The Video Director software and hardware can work manually or with LANC and infra-red equipment.



new & exclusive

COLOUR DYE-SUBLIMATION



AT A FRACTION OF THE COST!

Now you can produce stunning high quality colour outputs on paper, transparency film or even T-shirt transfer paper from your Amiga. Primera uses thermal wax transfer technology, a technology usually associated with much higher priced printers.

BLUECHIP AWARD

The Primera colour printer, recent recipient of countless awards in the IBM-PC and Macintosh markets, is also the perfect companion to any Commodore Amiga.

primera *features*

- Software drivers for Amiga, PC and Macintosh
- Prints A4 and A4+ size paper and transparencies
- Monochrome ribbon cartridges available for economical text only printing
- Print full colour 24-bit photographs
- Optional Photo-Realistic upgrade kit (Dye-sublimation)
- Produce photographic quality images for a fraction of the cost of similar devices
- Extremely small footprint, not much larger than A4

Primera printer **£825**
Photo-Realistic upgrade kit **£215.95**
Photo-Realistic refill kit (100 prints) **£250**
Photo-Realistic refill kit (25 prints) **£79.95**
4 Colour ribbon (80 prints) **£38.95**
3 Colour ribbon (115 prints) **£38.95**
Monochrome ribbon (400 prints) **£34.95**
Transparency film (A4 50 sheets) **£31.95**
Primera premium paper (A4 200 sheets) **£18**
T-Shirt transfer paper (A4 10 sheets) **£17.95**

INCREASE YOUR HARD DISK CAPACITY



NO SWEAT!

DiskExpander is an innovative program for all Amiga users. With this software solution you may double the capacity of your floppy disk or hard disk drives. The installation process takes only a few seconds and afterwards DiskExpander works invisible in the background. The compressions-ratios vary from 30% to 70%.

The easy-to-use graphical user interface guarantees that even the inexperienced user is able to use DiskExpander immediately without any problems. DiskExpander does not only expand the capacity of your hard disk drive, even floppy disks now have a storage space of approximately 1.5 megabytes.

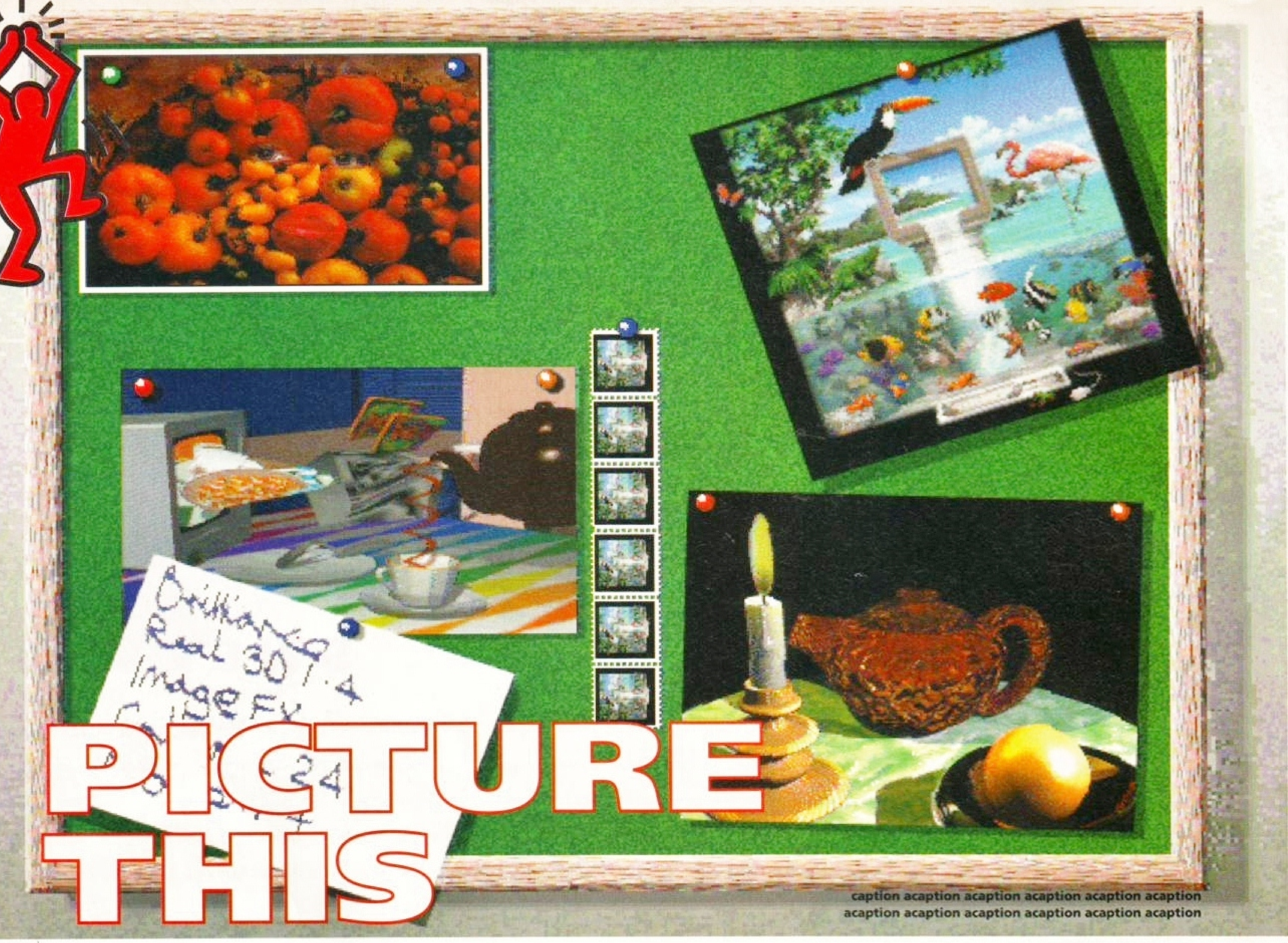
expander *features*

- Can add 50% to your hard drive capacity at a stroke
- Fast compression and decompression
- Flexible and expandable as new compression libraries are developed
- Works with all drives, including SCSI, IDE, Floppies, and even the RAD disk
- Reliable in tests - no data corruption
- Once installed the program is transparent to the user

Disk Expander **£35**

Power Computing Ltd
Unit 8 Railton Road
Woburn Road Ind. Estate
Kempston Bedford MK42 7PN
Telephone 0234 843388

Goods are sold subject to our standard terms and conditions of sale and are available on request. Specifications and prices are subject to change without notice, trademarks are acknowledged. All prices include VAT. Prices are valid for month of publication only. E & OE. Next day delivery £5, 2-3 days £2.50, Sat £10. Subject to availability.



PICTURE THIS

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acaption acaption acaption acaption acaption acaption

If you're starting out with computer art, you are about to enter an almost magical world where you can paint with light, and weave with the colours of the rainbow, as Brian Larkman explains.

ONE OF FASTEST moving areas of technology is professional computer graphics, and at the top end of the field, software is being developed at a mind-numbing rate with new effects and tools appearing almost daily. The Amiga is right in there at the cutting edge of the technology. All Amigas can run programs similar to the professional systems, so you can quickly experience many of these remarkable techniques without having to pay the professional costs. Like any other subject you have to start with the basics. This introduction will give you a starter with Amiga graphics, explain the jargon, describe the most important principles and advise you what software to buy.

BITMAP DISPLAY

Whatever type of program you use, a computer has to display its images on a monitor screen. It does this with a mass of dots called pixels. In effect these are tiny rectangular lights that can be almost any colour. The pixels are arranged in horizontal and vertical rows, and if you examine them closely, they look like embroidered cloth, each stitch corresponding to one pixel.

Every light 'stitch' is controlled by the Amiga by one or more electronic switches known as bits. A simple display uses one switch per pixel, which can be on or off, black or white. Sophisticated displays can use any number up to 24 bits, showing millions of colours. A screen display is therefore a map of all of the bits and is known as a bitmap.

SCREEN MODES

The Amiga can display pixels in a huge range of sizes and number of colours, but generally speaking smaller pixels equals more detail, equals more memory used, which equals fewer colours available. Older Amigas are limited to a combination of low-resolution (320 pixels wide using 32 colours) or hi-res (640 pixels wide with 16 colours) with a standard mode of 256 pixels high or a flickering, interlace mode of 512 pixels high.

The old 6-bit HAM (Hold And Modify) mode is a display trick that enables you to use 4,096 colours, but which can only be used in low resolution. It therefore causes 'fringes' of colour, and slows down the display. Newer AGA machines have fewer restrictions, many more colours, a larger palette (24 instead of 12 bits of colour – millions instead of thousands of shades to choose from) and 8-bit HAM which works in any resolution.

BITMAP PAINTING

The simplest form of computer painting uses a range of tools to change the colour of pixels in various ways. This is called bitmap painting. Most programs have tools to draw lines, rectangles and ellipses, brushes and sprayguns, area fills, gradients of colour, cut and paste.

More sophisticated programs build on these basic tools giving them extra abilities to create special effects such as brush transformation (rotating, resizing, bending and distorting), natural painting techniques (smearing, blending and tinting), stencils (to protect parts of the screen from painting), and 2D animation (animated brushes, morphing animated transformations, colour cycling).

IMAGE PROCESSING

The most sophisticated form of bitmap painting is carried out by image–processing systems. Using a True Colour 24-bit display, scanned photographs and other high–quality images can be processed in a huge range of ways to create particularly realistic effects. For example, airbrush effects produce remarkably smooth gradations of colour.

Objects that are cut and pasted have slightly transparent or feathered edges so that they blend perfectly with the background. Any part of an image can be processed with special effects such as embossing, relief mapping, edge detection, warping, false colour, wave patterns, blurring, sharpening, and thousands of others.

MORPHING

Morphing is the most popular image processing effect and is now being used in many TV advertisements, such as the Lancia ad where the two cars merge into one another. Any two images can be morphed but the effect is better if they are similar.

Two common processes are used – warping and cross fading. Cross fading makes each pixel in the first picture fade over a series of frames to the colour of that pixel in the second picture.

Warping is more difficult to describe. Imagine a rubber sheet with an image printed on it. If you pinch and drag one part, the area around will warp to follow. Morphing applies both these effects progressively to transform one image smoothly to another over a series of frames.

VECTOR GRAPHICS

When a bitmap image is printed the 'dotty' nature of the picture is all too obvious. Most screens have a resolution of 72 dots per inch (dpi) or less, but many printers can work at 300dpi or more so printing a screen dot-for-dot would create a postage stamp size printout.

One solution (used by most image processing systems) is to work with bitmaps much larger than the screen, but display and paint on a screen-size preview. 'Steps' along diagonal lines can also be improved by using intermediate colours to blur the effect. This is called anti-aliasing. An alternative solution is to use vector graphics. This still involves drawing on screen using the bitmap, but each line, curve, shape, and fill you use is recorded in memory as a list of co-ordinates and vectors (lines with length and direction).

When the picture is sent to a suitable printer, the mathematical description of the image is interpreted and redrawn at the resolution of the printer. An added advantage is that the description of each line and shape can be treated as an object on screen and so moved and transformed easily. The bitmap is then redrawn to register the changes. Graphic design illustration programs and technical drawing Computer Aided Design (CAD) programs both use vector graphic methods.

3D MODELLING AND RENDERING

The basic principle of vectors - lines with origin (a starting point), direction and length - can be used to construct three-dimensional objects. If you use enough small lines, anything can be modelled as if with a wire frame.

3D modelling programs can use a number of methods to construct these Objects. For example, simple Primitives, such as cubes, and spheres, can be stuck together to make more complex structures. Similarly, more complex Profiles can be rotated around an axis to create Lathed Objects, or pushed into the screen to make Extrusions. Many other techniques are used to construct sophisticated models of the real world.

Once the 'wire' model is made, the faces between the lines can be filled in with colour and texture. Light sources can be placed into the computer world to give shading, and Cameras can be oriented to adjust the modellers viewpoint.

Finally, the scene can be turned into a full colour image or rendered. Again, many methods have been devised to do this but the most famous is ray-tracing. This involves tracing a ray of light from each pixel into the model, and recording the colour and quality of the first surface it touches. If this surface is reflective or transparent the ray goes on to record other surfaces, bouncing off each according to the laws of physics. The colour of each pixel is determined in this way to create a photorealistic image with shadows and reflections . It sounds easy, but ray-tracing is complicated and it can take hours to create an image.

Continued overleaf

RECOMMENDED PROGRAMS

IMAGE PROCESSING

IMAGEFX

£199.99 ● Silica 081-309 1111



An ideal image processing choice for the beginner, ImageFX has a large range of tools.

With its straightforward, professional interface and a huge range of tools, *ImageFX* is definitely the best image processing program of its type, especially for the beginner. It doesn't have as much third party support, and it isn't quite as powerful in some areas - especially morphing - as ASDG's *Art Department Professional*, but is very much nicer to use, especially on an AGA machines such as the A1200 and A4000.

BITMAP PAINTING

BRILLIANCE DIGITAL CREATIONS

£144.99 ● Trilogic 0724 691195



Brilliance has now established itself as a serios competitor to *Deluxe Paint*, but at a price.

Brilliance has burst on to the bitmap painting stage in a big way. It has all the innovative new tools, power and especially speed that *DeluxePaintIV-AGA* failed to deliver. Most of *DPaint*'s tricks are there but *Brilliance* is five or 10 times as fast. It also has lots of extras. Expensive, but worth it.

MORPHING

MORPHPLUS

£147.99 ● 1st Computer Centre 0532 319444



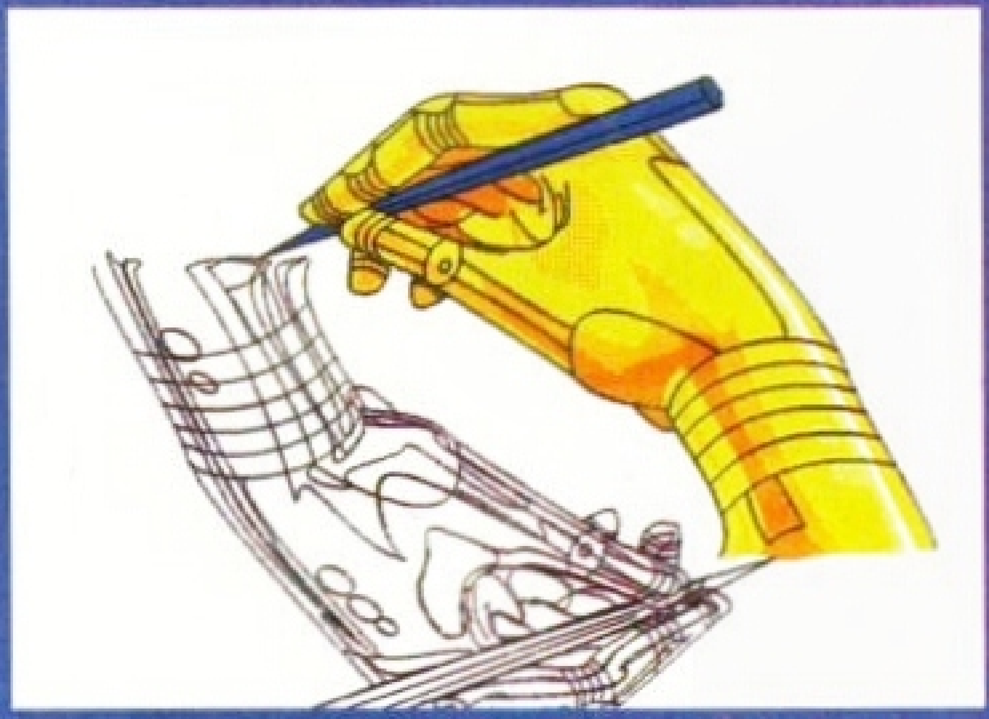
Morphing is all the rage at the moment, and you can use your Amioga to create some spectacular effects.

Designed as an add-on to *ADPro*, *MorphPlus* is also a stand-alone morphing program – and is by far the best available. Using superimposed images on the Onion-Skin interface is a brilliant way to morph.

VECTOR GRAPHIC DRAWING

PROFESSIONAL DRAW 3.0

£99.99 ● Hobbyte 0582 457195



Professional Draw is the oldest and quite easily the best structured art package for the Amiga.

ProDraw is a structured graphics program, which means that your creations can be ouput at any resolution, rather than being fixed to a bitmap size.

3D MODELLING

CALLIGARI 24

£94.99 ● Phoenix 0532 350091



Calligari 24 and *Imagine* are two of the better 3D modelling programs for the Amiga.

With the recent price drop to £94.99, this was the 3D bargain of the decade (until we put *Imagine* on the Coverdisk of *AF53*). Calligari is still good value for the beginner because of its superb interface, easy organic modelling and very fast rendering.

3D ANIMATION

REAL3D

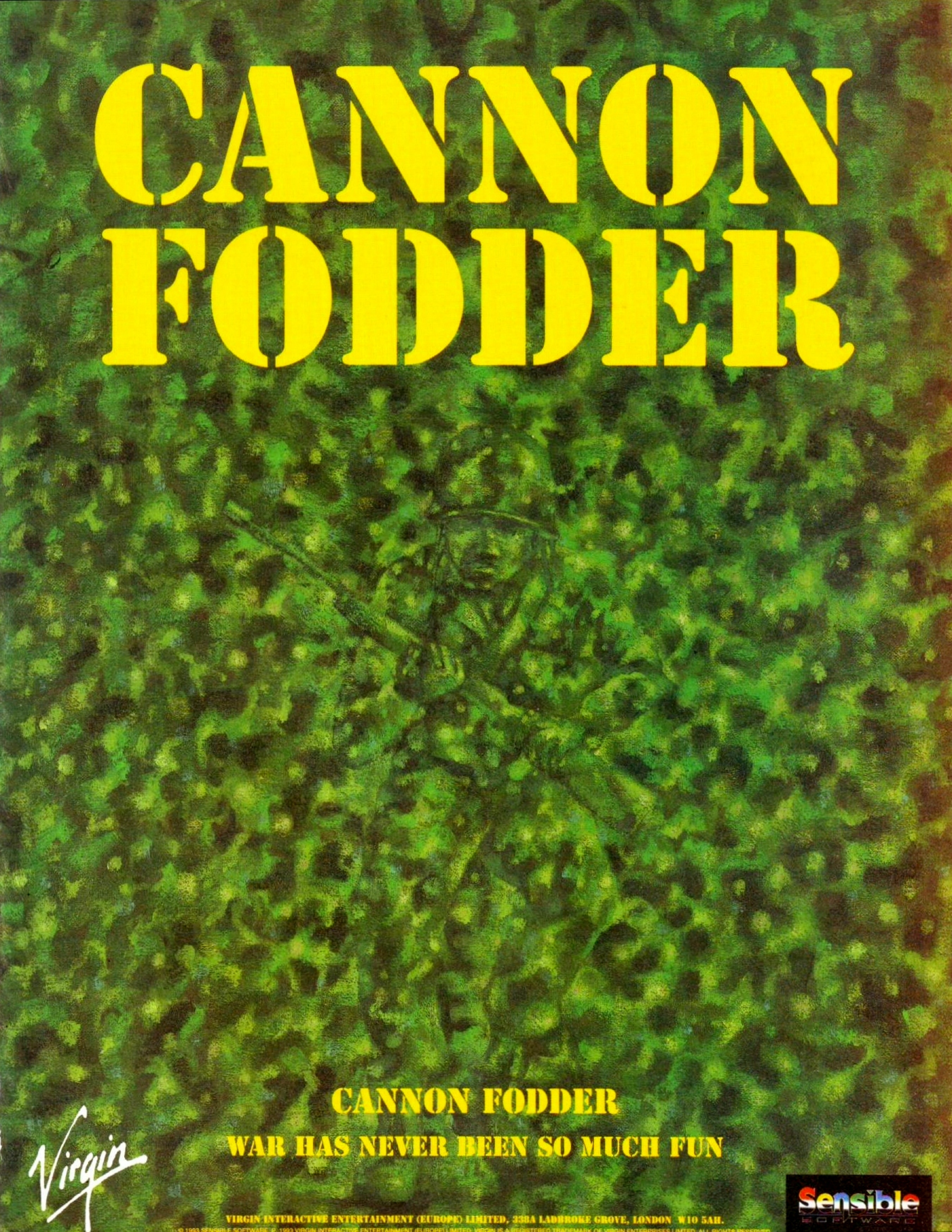
£65.99 ● 1st Computer Centre 0532 319444



Once you get used to some ofits somewhat unusual habits *Real3D* is an outstanding program.

Quirky, but still one of the best and fastest ray-tracers. It features solid modelling with smooth curves, boolean cutting tools, free-form modelling, easy animation and morphing, but the manual can be rather obscure. It produces fantastic renders.


MANGA EXPLODES ONTO THE BIG SCREEN
Nationality...Unknown
Age............Unknown
Name...........Unknown
Codename......GOLGO 13
U.S.A
18
The Professional
GOLGO 13
A Manga Entertainment Presentation
MANGA


CANNON FODDER
CANNON FODDER
WAR HAS NEVER BEEN SO MUCH FUN
Virgin
Sensible SOFTWARE
VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED, 338A LADBROKE GROVE, LONDON W10 5AH.



SOUND IT OUT

Along with all its other bells and whistles, the Amiga is also a powerful musical instrument. Karl Foster tells you how to turn your Amiga into a music-making machine.

THE AMIGA IS rightly regarded as a great computer for both graphics and animation – you can see that from the quality of the amazing games you have been playing. Now reach out and turn up the volume knob on your monitor. It sounds good too, doesn't it? The music that features in games is not on a tape or Compact Disc. It's actually part of the game program and the Amiga plays it back along with the on-screen action.

And, if your Amiga can do that, surely you can use it to create your own music, right? Right. You don't need to learn how to play an instrument to make music. You don't even need to spend much money to get started – all that's required is the appropriate Amiga software and hardware and you will be making a racket before you know it.

Elsewhere in this getting-started feature you'll have read about the chips inside the Amiga. The important one for music is the Paula chip, which offers the facility to record sounds in stereo and then play back up to four recordings at the same time – a technique known as 'multi-tracking'.

Of course, you will need to get some sounds into the computer, and for this you will need a sampler. It's merely a piece of hardware that plugs into the Amiga and has an input for an audio source, such as a CD player, tape deck or microphone. The software that comes with the sampler will turn your Amiga into a multi-track recorder. You will find a Record button to start the recording, a Stop button to stop it, and a Play button so you can play it back.

The way it all works is particularly cunning. The Amiga will take a snapshot of the audio signal coming from the sound source (called an analogue signal) and convert what it finds into digital information so it can be held in memory or stored on a disk. It takes several thousand snapshots every second and, on playback, the data is converted from digital back to analogue and off it goes to your monitor or hi-fi, where the sound comes out.

As you can imagine, there's an awful lot of data flying around your machine – some samplers

will take up to 48,000 snapshots every second (a sample rate of 48kHz) – so you would need a huge amount of memory to record one minute of sound. However, you don't really need to record long passages – all you need is little snippets of sound. Each snippet you record can be trimmed to the right length and, in some cases, 'looped' so a short burst that will play back indefinitely. The sample-editing part of the software can drastically reduce the memory required to store your sounds.

Once you have got a bunch of samples in memory, they can be changed to higher or lower pitches and strung together to create a tune – we're talking sequencing here. Just as a traditional composer would write down a set of instructions in the form of musical scores and hand them to a musician so that he or she can play them back, so you can use sequencing software (often included in the sampling package) to trigger the sounds stored in the Amiga.

If you can't read or write traditional music notation, don't fret. The majority of sequencers offer simple, graphical means of compiling sequences which require no knowledge of music theory to use them.

So, say you have sampled and edited a bass sound, a drum beat, a piano note and a jet aircraft taking off (four sounds, one for each audio channel). You can sequence them to play back simultaneously, with the drum sample providing a beat, the bass going 'dum dum dum', the piano holding down the melody and the jet making whooshy, whiny effects. You've got yourself a tune, and it all plays back in stereo.

It's fun, it's creative and, best of all, it's relatively inexpensive. There are plenty of good sample sequencers (called trackers) available in the Public Domain. For the price of a floppy disk, you can be up and running with the popular *OctaMED* or *ProTracker*, and you won't even need to record your own samples either. Libraries of sampled sounds, already committed to floppy disk and ready to be loaded into your tracker, are also plentiful in PD.

But it doesn't just end there. The Amiga not only offers a means of recording and manipulating sounds, but it can also be used to control musical peripherals – electronic synthesizers, dedicated samplers and the like. Using MIDI (Musical Instrument Digital Interface), your Amiga can communicate with other MIDI-equipped instruments and trigger the high-quality sounds that they offer.

For this you would plug a MIDI interface into the serial port of your Amiga, connect it to the MIDI port of, say, a keyboard synthesizer and, using sequencing software, you can record whatever you play on the keyboard as MIDI events. Then you can edit your performance within the sequencer and transmit it back to the synth for note-perfect playback. It's rather like word processing and using a printer, but you're doing it with sound.

Many instruments can be linked with MIDI and controlled from your Amiga, so you can make truly professional-sounding recordings (many pro recording studios have an Amiga at the heart of the sequencing process). What it all comes down to is how much you can afford to spend on the hardware required.

Continued overleaf ☛

RECOMMENDED PROGRAMS

Getting started with your music making means getting a handle on the hardware and software you'll need. So, without further ado, here are *AF*'s buying recommendations...

SAMPLING AND TRACKING

MEGALOSOUND

£34.95 ● HiSoft AVR ● 0525 718181

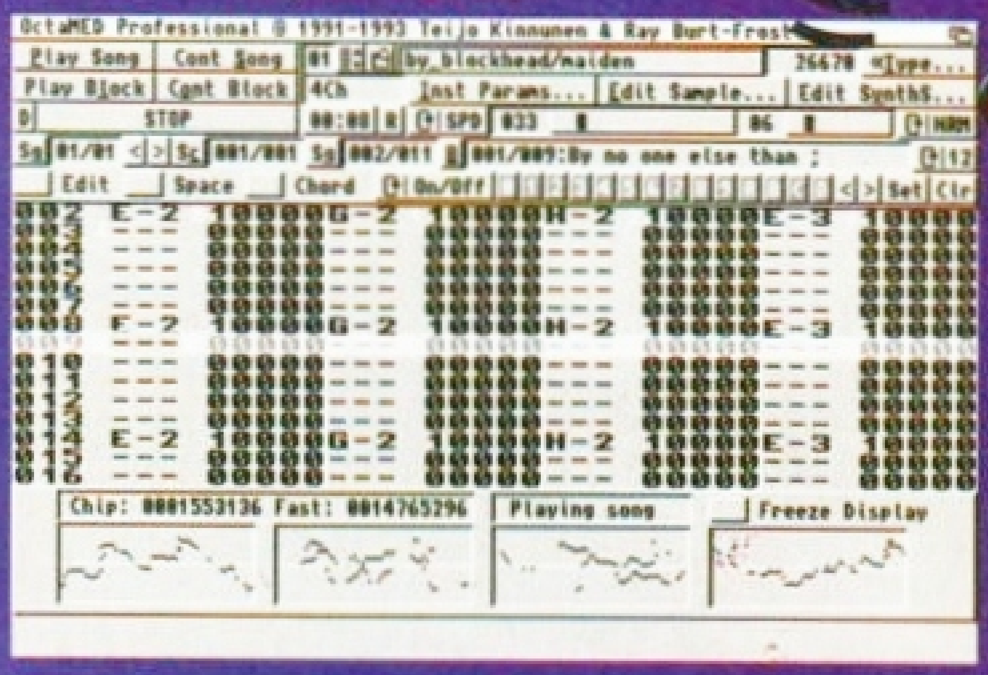


Sample your sounds and then edit them all in a simple interface.

An excellent low-cost sampling package, with all the hardware and software you need to get sounds into the Amiga and turn them into tunes.

OCTAMED PRO V5

£30 ● RBF Software ● 169 Dale Valley Road, Southampton SO1 6QX.



OctaMED may not be a musician's dream, but it is useful for programmers.

This latest version of Tiejo Kinnunen's sample tracker offers up to eight tracks to play with. There's also an on-line help facility, so if you get stuck you can call up advice on the screen itself.

THE SAMPLE SERIES

£12.95 ● Gajits ● 061-236 2515

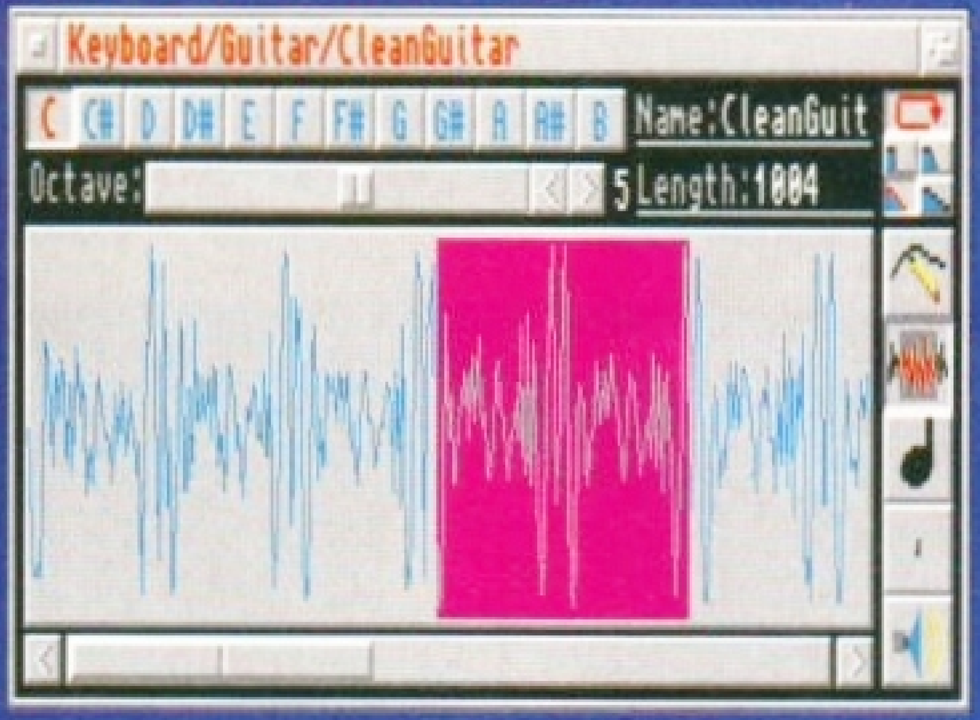


You will never be short of a sample again with this selection of disks.

A useful source of samples to use in your compositions. Five volumes are available, all stored as IFFs so they can be loaded straight into your tracker.

SUPERJAM! 1.1

£79.95 ● Emerald ● 081-715 8866



Even if you haven't got a clue about composing music, *SuperJAM!* can help you construct a tune.

If you need a spot of help with your composition, *SuperJAM!* could offer you inspiration. It will help you create chords and melodies in various pre-defined musical styles.

MIDI SEQUENCING

RAVE

£49.99 ● Software Business ● 0480 496497



Controlling external MIDI devices such as keyboards is a doddle with *Rave*.

If you fancy a sequencing program with up to 32 tracks, on-screen music notation, and the facility to control the volume of your instruments over MIDI, look no further than *Rave*. It is very easy to get into and has a lot of professional features for not much money.

MIDI INTERFACE

MIDI MASTER

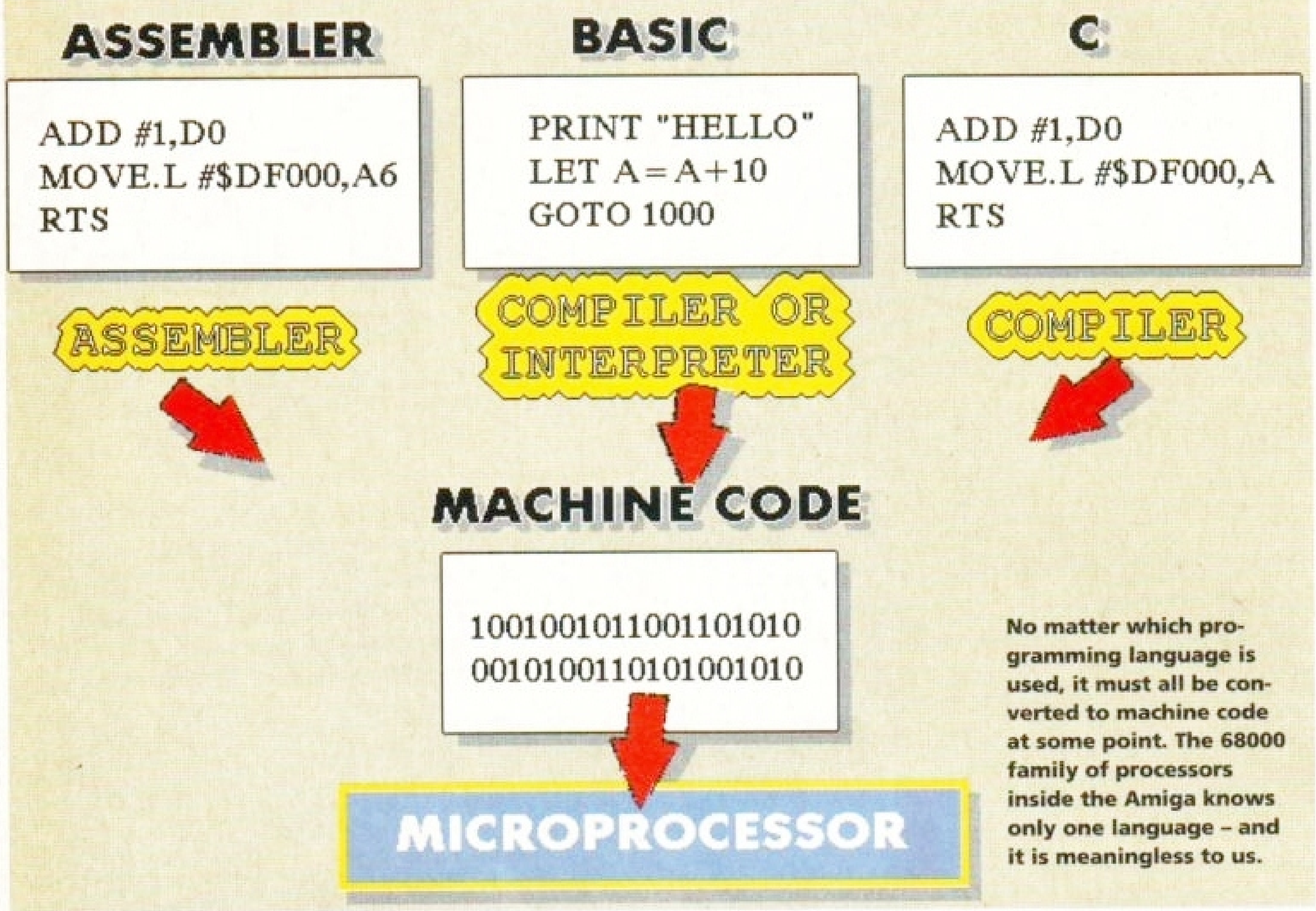
£25 ● Datel ● 0782 744324



If you want to connect external keyboards or modules to your Amiga, you will need one of these.

To get your Amiga talking to instruments, you'll need a MIDI interface, and this popular and reliable model is just the thing. It plugs into your Amiga's serial port and offers a 5-pin DIN socket by which you can connect it to a MIDI-equipped instrument.

PROGRAMMING



No matter which programming language is used, it must all be converted to machine code at some point. The 68000 family of processors inside the Amiga knows only one language – and it is meaningless to us.

Programming with the Amiga can be as difficult or as easy as you want – it depends on the programming language you use, as John Kennedy explains.

TO GET A basic grasp of programming it is important to understand a few things about what makes your Amiga tick. The Amiga is based around a microprocessor – the 68000 or another member of the same family. The microprocessor is the chip which controls all the other electronic devices such as the display, sound chip and disk drive, by providing appropriate electrical signals. The order in which these signals are generated depends on a list of instructions stored in machine code. To us, a list (or program) of these machine codes would look totally incomprehensible.

COMPILERS AND INTERPRETERS

To make writing programs easier for humans, other programs have been developed which can convert English-looking phrases into the code that the microprocessor uses.

An Interpreter will deal with a program a line at a time, which means each line will be converted as many times as it is required. Interpreters are quite easy to write, but as you might expect, the duplication of effort means they run quite slowly. Compilers run programs very quickly, because they convert the entire program in one go.

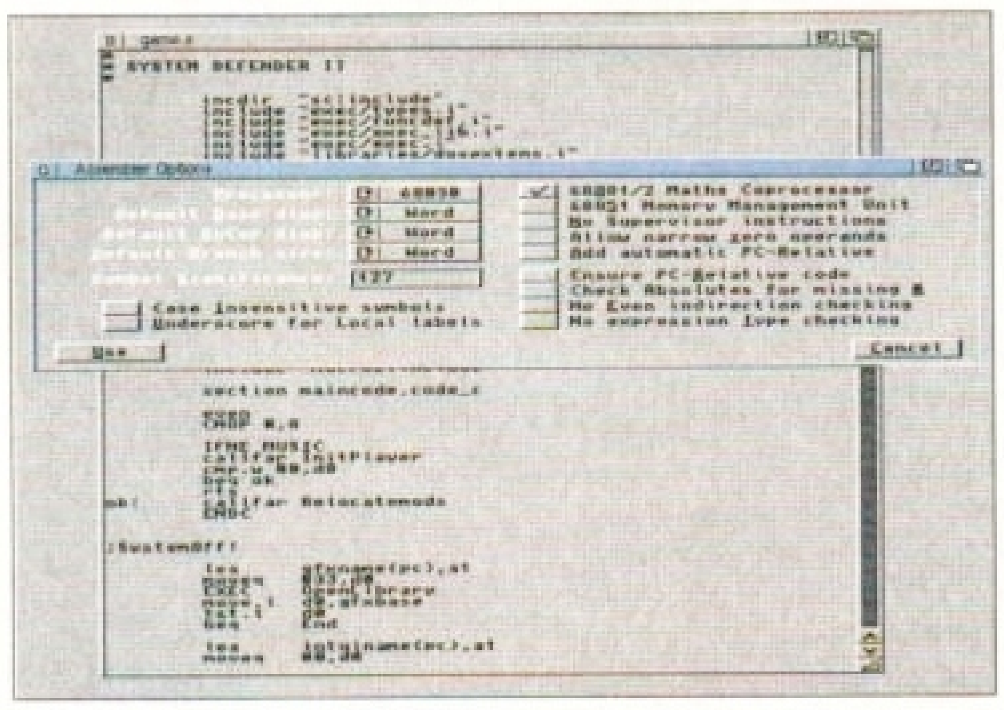
BASIC

This 1960s hippy of a language was created for beginners, and still exists today on the Amiga. Rather than remain a rather slow interpreted implementation, most versions of *Basic* have now been updated to become 'compiled' languages and make the most of Amiga-specific hardware.

AMOS was one of the first of the *Basics*, and even if used in an interpreted state it runs very quickly. It also offers excellent support for Amiga graphics and sound chips, which makes it perfect for DIY games. *Blitz Basic* is even better, because it has a more Amiga–friendly feel, greater speed and more advanced programming constructs.

All new Amigas come with *ARexx*, an interpreted language loosely based on *Basic*. *ARexx* is not fast, but it is easy to learn and is ideal for knocking up quick file utility programs.

ASSEMBLY LANGUAGE

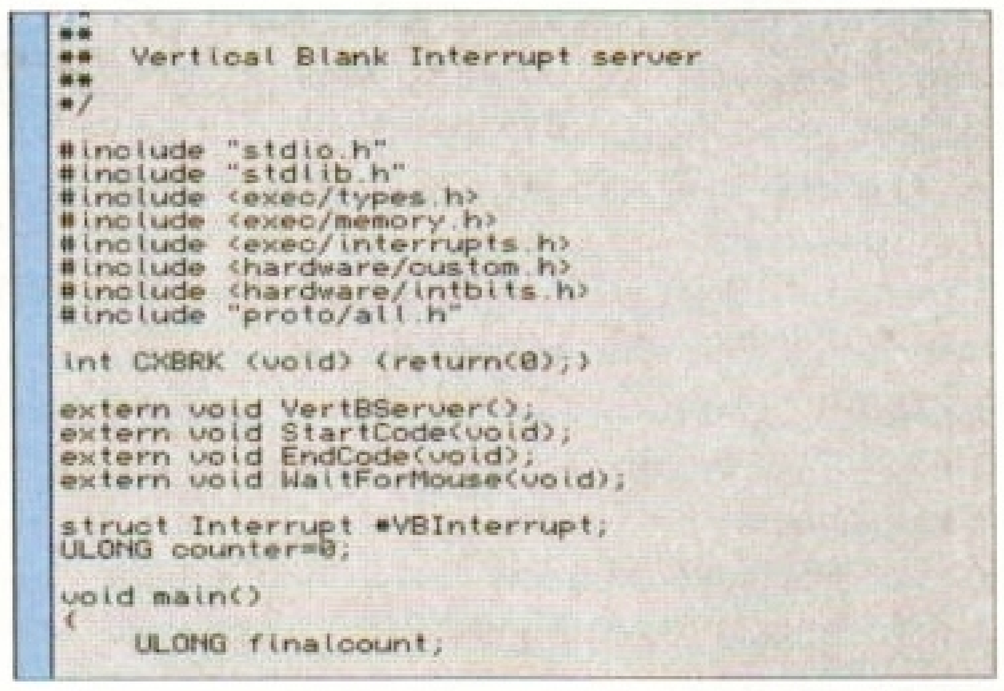


Assembly **language gives you control of the most intimate nooks and crannies of the Amiga.**

Assembly is the simplest programming language, because for each machine code instruction there exists a corresponding English word or mnemonic. Programming in *Assembly* is tricky, but will produce the best results. Most commercial games are written in *Assembly* language.

The conversion program used is called an 'assembler', and there are several in the Public Domain, most notably *ASM68K*. The best commercial assembler is *DevPac v3*, which comes with an editor for entering mnemonics and a monitor program to help trap bugs.

C



It might look like gobbledygook, but C is designed to be readable by both computers and humans.

C is another old language, but one which is more popular now than ever. *C* is the perfect language to keep track of complicated data structures and because it is a compiled language it runs quickly. *C* is ideal for programming the Amiga, because it gives you a level of control comparable with Assembly language but retains a more human-orientated approach. Most of the Amiga's internal operating system was written with the *C* programmer in mind, which means there are thousands of pre-written routines waiting to be exploited.

There are some excellent *C* compilers in the Public Domain (*Gnu C* and *DICE* are both first class) but the *SAS/Lattice* commercial package is beyond comparison.

OTHERS

For the novice programmer, packages such as *Hyperbook*, *CanDo* and *HELM* are ideal. They take the point-and-click interface of the Amiga and use it to build up programs without having to write a line of code. If you need a button at a certain point on the screen, simply drag one into place and choose its colour.

These program generators are ideal for multimedia applications featuring sounds and animations, but are unsuitable for writing arcade games or file utilities.

BLITZ BASIC



Blitz Basic **is one of the few languages that combines ease of use with total control over the Amiga hardware, and it was given away on the Coverdisk of AF52. The normal set of *Basic* commands have been supplemented with functions covering all graphics modes, double buffering, dual playfields, sprites as well as full support of the Amiga's sound generators.**

The language has also been enhanced to include C-like structures, data types and linked lists. If that wasn't enough you can also create standard user interfaces using Intuition menus, requesters and gadgets. The integral editor makes entering code a breeze and because *Blitz Basic* is compiled it runs faster than a cheetah on steroids.

Blitz Basic **is unusual in terms of programming languages because it is both easy to use and incredibly powerful.**

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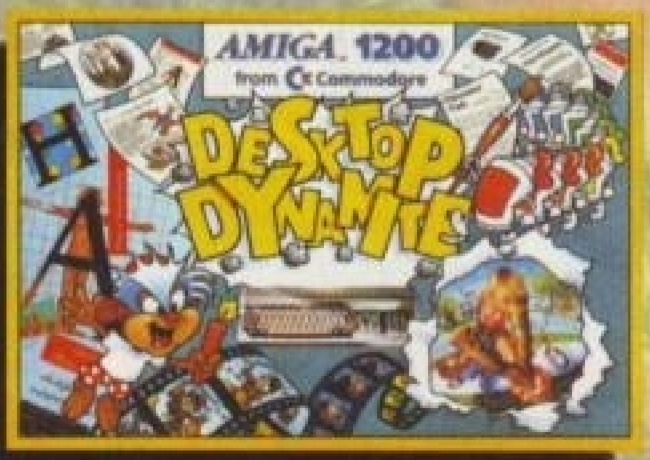
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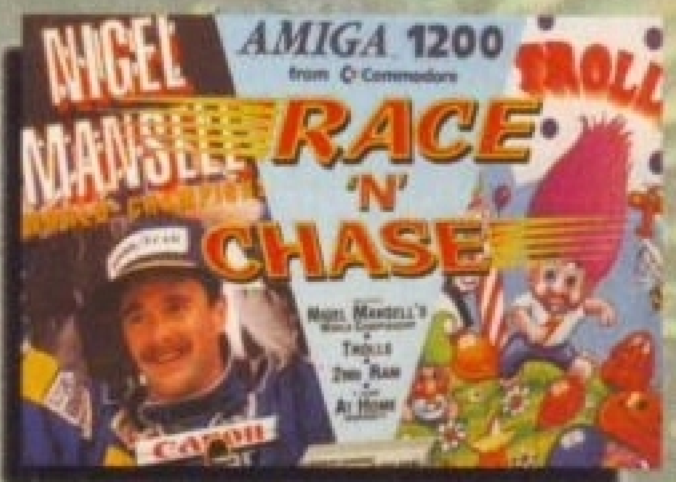
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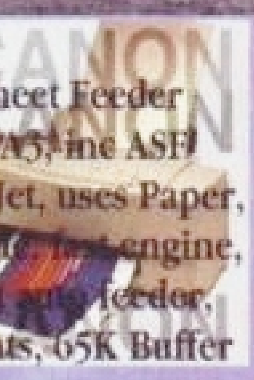
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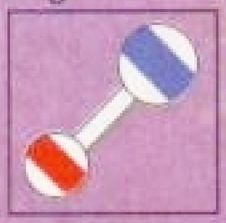
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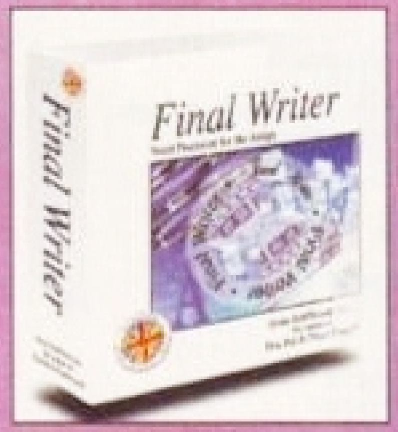
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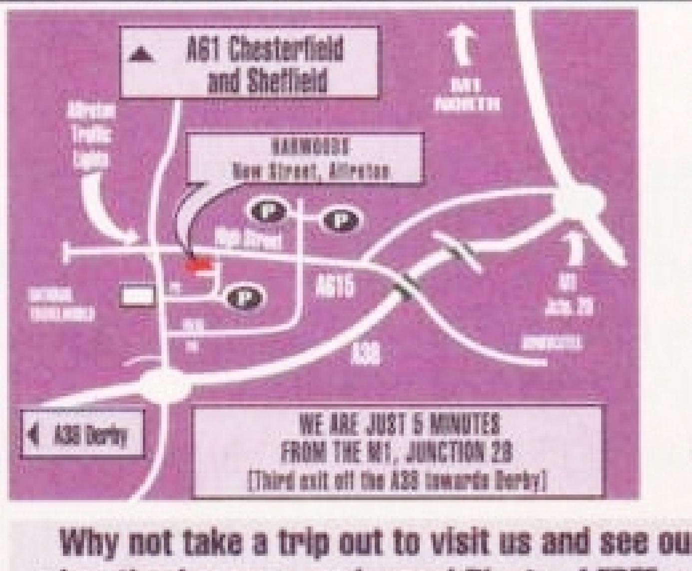
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SCREEN PLAY

TRUST US...

Every month, *Amiga Format* brings you the very best in game reviews. We are committed to telling you exactly what is right or wrong with the game, and we don't pull our punches.

Once upon a time, we were all punters too, and all of us has had a nasty experience with a duff game at some time or other.

We don't want that to happen to you, so every game we recieve has a whole host of tests to pass before it gets our ultimate accolade – the *Amiga Format* Gold.

We stick to four golden rules:

a) If a game isn't finished, then we won't review it.

b) If it's poor-quality, then we say so – no matter what the softies think of us.

c) We have never, and will never, review a game 'on-site'.

d) If we are forced to take sides, it will always be your side we take. Trust us - and we'll look after you.

IN THIS ISSUE...

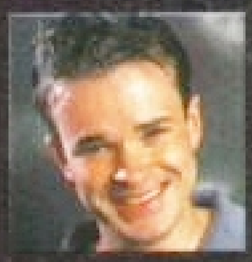


ZOOL2

He's back! And this time he's brought his girlfriend

INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

ROB MEAD



Our games editor spent last New Year's Eve trying to get his head out of a cat flap he'd pinched at a party. "I tried it on for a laugh, but realised it was still attached to the door with a cat trying to get through it." Like, we believe you, Rob.

MARCUS DYSON



The Gaffer has just returned from a holiday in New York where he took full advantage of the lax gun laws and bought a plastic pump-action job which fires foam arrows. Needless to say, everyone in the office is keeping their heads down. Ouch.

TIM SMITH



Amiga Format Specials editor Tim is off to Oz in the New Year to visit his wife's folks and discover the source of the Amber Nectar. "It's somewhere in The Outback," says TIm, completely forgetting it's actually the name of his favourite drinking establishment.

CLUR HODGSON



Clur's idea of a perfect start to 1994 is clearing off to the Scottish Highlands and sharing a sheepskin rug with Front 242's Richard 23. Why she wants to share a sheepskin when she can afford her own is something we just can't understand.

RICHARD JONES



Now that Rich is a Dad, he's decided to adopt a more sober and responsible attitude for the coming year. "There's a fair chance that I'll be giving up the beer sometime in the next century," he remarked in somewhat guarded fashion.

STEPHEN BRADLEY



Our Steve is gradually slipping into middle age by listening to choice cuts of easy-listening music. Only recently he spent the morning regaling us of tales from a Gilbert O'Sullivan concert. "Gilbert is one of the forgotten greats," he claims. Yes Steve.

COMING AT

We crossed Rob Mead's palm with silver (5p to be exact), so he'd rub his crystal ball and look into the future to tell us which games will be heading towards the Amiga in the New Year...

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

JANUARY

Title	Publisher	Description
Battletoads	Mindscape	Unusual beat-em-up with froggy heroes.
Blue and the Grey	Impressions	Strategy sim set during the US Civil War.
Bubba 'n' Stix	Core Design	Platform puzzler gets post Xmas release.
Cartoon Racer	Grandslam	Wacky-Races style motor fest.
Chaos Engine CD32	Renegade	Classic shooty action from the Bitmaps.
Cliffhanger	Psygnosis	Licensed version of Sly Stone movie.
Cyberspace	Empire	Futuristic sci-fi adventure game.
Darkstone	Core Design	Top-down medieval RPG/Arcade adventure.
Donk CD32	Supervision	Enhanced version of ducky platformer.
Elfmania	Renegade	Great-looking beat-em-up from Finland.
Exile AGA, CD32	Audiogenic	More souped-up versions of an arcade smash.
Jack the Ripper	Mirage	Murder and mayhem in Victorian London.
K240: Utopia 2	Gremlin	Long-awaited sequel to god-game classic.
Last Action Hero	Psygnosis	Amiga version of Arnie's irony-laden movie.
HB's Animation Workshop	Empire	Enables you to create your own cartoons.
Legacy of Sorasil	Gremlin	Isometric medieval role-playing game.
Lotus Trilogy CD32	Gremlin	Three racing games for the price of one.
Man Utd Premier League	Krisalis	More superb footy action from Old Trafford.
Microcosm CD32	Psygnosis	Take a mind-blowing voyage through the soul.
Monopoly	Supervision	Electronic version of money-mad board game.
Puggsy	Psygnosis	Cutesy platform game
Reunion	Grandslam	Spread your influence throughout the galaxy.
Ryder Cup Golf	Ocean	Step into Tom Watson's fashionable shoes.
Second Samurai AGA	Psygnosis	Mev Dinc's hack 'n' slash sequel.
Seventh Sword of Mendor	Grandslam	Dungeon Master style RPG with giant levels.
Speedball 2 CD32	Renegade	Enhanced version of Bitmaps' brutal ballgame.
Treasure in Silverlake	Flair	Graphic adventure set in the American West.
Uridium 2 CD32	Renegade	Another *Format* Gold winner from Graftgold.

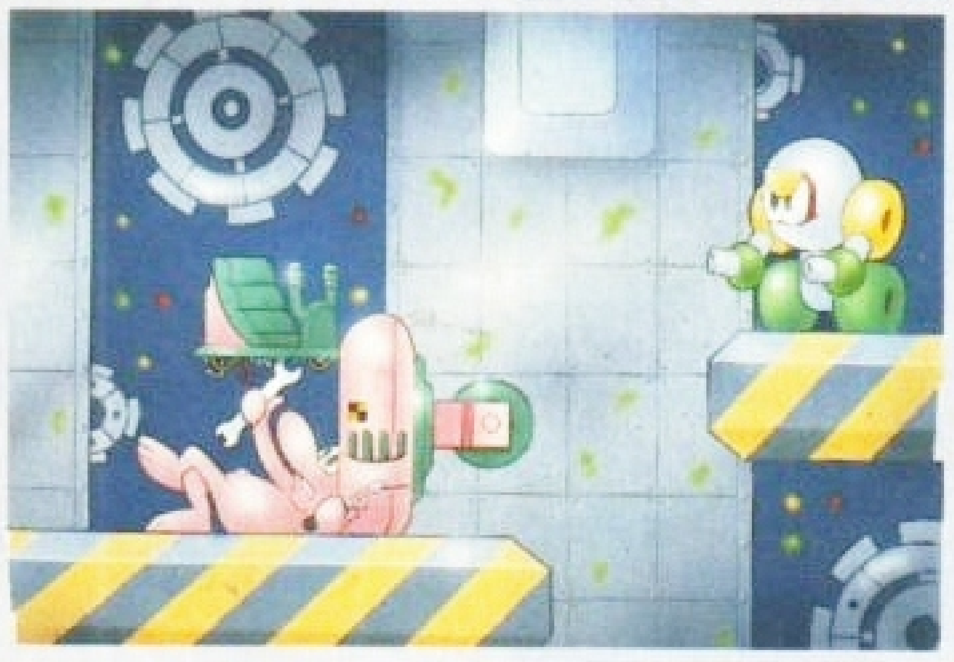
FEBRUARY

Title	Publisher	Description
Alien Breed/Qwak CD32	Team 17	Two top-class games on one CD.
Arcade Pool	Team 17	Hits the cue ball right between the eyes.
Battle Isle 2 AGA	Kompart	More militaristic messing from Blue Byte.
Beneath A Steel Sky	Virgin	It's on the Coverdisk and it's brilliant.
Bogies (provisional title)	Grandslam	Green slime balls on the arm of your chair.
Brian the Lion	Psygnosis	Cutesy big cat platform action.
Dreamweb	Empire	Top-down cypberpunk adventure.
England World Cup Football	Grandslam	What future is there for this footy game now?
Fly Harder	Krisalis/Buzz	Mid price R-Type shoot-'em-up.
James Pond 3 AGA, CD32	Millennium	Help 007 defeat Dr Maybe one more time.
Mario's Missing	Mindscape	The fat plumbers get all educational.
Nick Faldo's Golf CD32	Grandslam	Enhanced version of slick golfing game.
Out to Lunch	Mindscape	Pierre Le Chef's madcap cutesy platformer.
Project X/F17 Challenge CD32	Team 17	Space shooter and racing game on one CD.
Rise of the Robots	Mirage	Graphically stunning beat-em-up game.
Starlord	MicroProse	Space strategy game in Civilization vein.
Ultimate Body Blows CD32	Team 17	Their biggest beat-'em-up ever.

MARCH

Title	Publisher	Description
Alien Breed 2 CD32	Team 17	Enhanced version of this cool alien shooter.
Benefactor	Psygnosis	Digital Illusions' action-packed platformer.
Crash Dummies	Virgin	Indestructible road-smash action.
Detroit	Impressions	Design and build your own motor industry.
Dracula	Psygnosis	Delayed adventure gets rescheduled.
Evolution: Lost in Time	US Gold	More lovable platform fun from the Humans.
Fly Harder CD32	Krisalis	Spaceplane shoot-em-up.
Great Napoleonic Battles	Impressions	19th Century war game now on budget.
Mr Nutz	Ocean	What's got a hazelnut in every bite?
Raiden	US Gold	Top down conversion coinop shoot-em-up.
TFX AGA, CD32	Ocean	Dreamy graphics in flight sim shock.
Traps and Treasures	Krisalis	Puzzling cutesy platformer.

FROM PINKIE WITH LOVE



He's pink, he's cute and he's terrified of... erm, everything actually, but only you can help him save those cuddly T-Rex's from extinction.

Millennium Interactive have announced details of a platforming superhero to rival the top FI5H agent James Pond.

Hailing from the Planet Purple, Pinkie is an alien hero who has focussed his attention on the imminent destruction of the universe and set out to defend the last of the dinosaur eggs to save the Jurassic monsters from extinction.

The only problem is that the Pinkie race are extremely wimpy, being scared of heights, allergic to pain and terrified of violence. Bearing these not particularly endearing characteristics in mind, you have to lead Pinkie through about 60 extremely hostile levels and retrieve all the dinosaur eggs so they can be safely stored on the Planet Purple. Available on all Amiga formats, including CD32, *Pinkie* looks set to become a platforming superstar. Released in May, *Pinkie* will cost £25.99. CD32 owners can expect to pay an extra £4. For more details contact Millennium on 0223 844894.

DARKMERE ARRIVES AT LAST



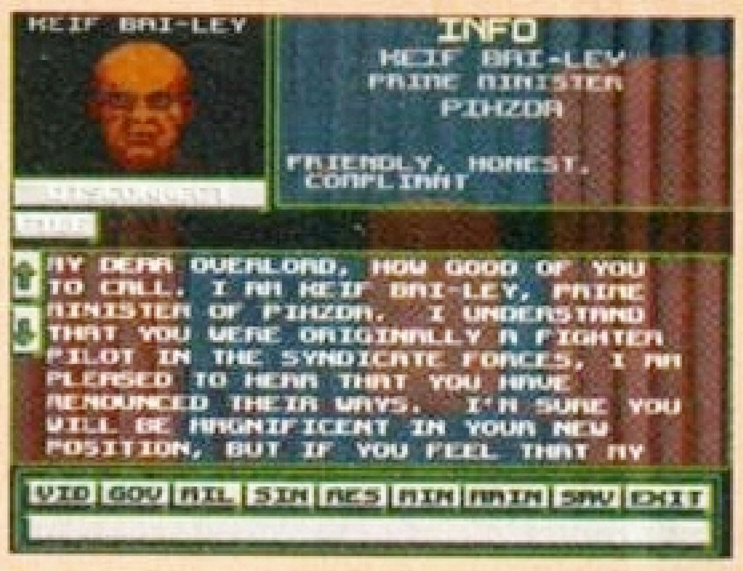
Ebryn ignores the advice of the Elven council and offers a few friendly words of advice to a friendly down-and-out in *Darkmere*.

Initially announced over a year ago, isometric RPG adventure *Darkmere* looks set to finally arrive on the Amiga very soon.

Spearheading Core Design's move into more serious gaming territory, the game revolves around the hero Ebryn's attempts to rid his land of the evil curse of Darkmere, a mysterious force which has blighted his people since his royal father slayed Enywas, a mighty dragon. It's your job to help Ebryn uncover the Darkmere's many mysteries and lift the devilish scourge which has claimed the lives of many of your village's inhabitants.

Darkmere will be available through Core Design in February, but initially will not be released on CD32. The price is yet to be announced. For further details, contact Core on 0332 297797.

LOVE, PEACE AND HARMONY



Fight for peace justice and harmony (no not the hair spray) in Empire's new offering, *Maelstrom*.

Empire Software launch themselves at the stars with the release of a new interplanetary war-game called *Maelstrom*.

You play a third-rank officer in the Syndicate forces sent to reconnoitre an unoccupied planet for a possible military takeover. When you get there you discover the planet – called Harmony – is home to thousands of peace-loving miners and their families and that the Syndicate intends to overwhelm them by force. Disillusioned, you defect and are appointed Overlord of Harmony, responsible for ensuring its survival against the Syndicate's overwhelming firepower.

With a game concept by Syd Mead, graphic designer for *Blade Runner*, *Maelstrom* looks like being a tense and exciting strategy simulation filled with plots twists, unpredictable characters and a mixture of battle management and arcade action. *Maelstrom* is available now, price £34.99. Empire can be contacted on 081-343 7337.

TRACTIONS

ROBINSON'S REQUIEM



Uh oh! Government agent Robinson comes up against a confused and disgruntled triceratops who's got lost on his way to another game.

French software developers Silmarils have teamed up with the UK's Daze Marketing to deliver you another excursion into adventuring territory.

Set in a hostile future, Robinson's Requiem follows the fortunes of a government agent who's been forced to crash-land his ship on a prison planet filled with all kinds of weird and not so wonderful alien inhabitants. The in-game action takes place over three square miles of territory encompassing jungles, volcanoes, canyons and extra-terrestrial villages which you have to negotiate to escape the planet.

Robinson's Requiem promises to test your skills as a fighter, diplomat and self-mutilating surgeon as you deal with all kinds of life-threatening hazards. Robinson's Requiem goes on sale in March and will be available on AGA and CD^{32} formats, price TBA. You can phone Daze on 071-328 2762 for more details.

TWILIGHT OF AN EMPIRE



Steer your way through a post-apocalyptic Europe and defeat the evil Baron Czarny in Empire's new military role playing game *Twilight 2000*.

Empire Software are launching themselves into the 21st century with a bleak prognosis centred around the activities of a renegade army in *Twilight 2000*, a militaristic role-playing adventure.

By the late 1990s, planet Earth has abandoned the concept of the New World Order in favour of something far more destructive and nationalistic. You command a unit of 20 soldiers who have been given the task of destroying evil Polish warlord Baron Czarny and his infamous Black Legion. The game centres around four teams of five individuals who can be allocate a wide variety of tasks. Programmed by the same team responsible for the highly-acclaimed *Megatraveller* series *Twilight 2000* features a mixture of tense 2D and 3D combat sequences as well as lots of careering about in a wide variety of heavily-armoured vehicles. The game goes on sale soon, price £34.99 with an enhanced AGA version promised. Empire can be contacted on 081–343 7337.

PIERRE EST ARRIVÉ



The thing Pierre hated most about Greenland was the way the Eskimos mistook him for a snowman and stuck carrots up his nostrils.

Pierre Le Chef is the lovable French hero of Mindscape's latest 48–level platformer *Out to Lunch*.

As a master of international cuisine, Pierre is expected to concoct al kinds of tasty dishes in his kitchen, but he has a rather unusual problem – The ingredients he needs for his recipies just don't want to be cooked.

So poor Pierre or (as they say in France) Le Pauvre Pierre, has to trundle across six different countries and a host of platform levels in search of the mischievous food and secure it inside the Cage. Pierre's problems don't end there. His fruit and veg is subject to all kinds of insects and diseases as well as the unwanted attentions of his arch-rival Le Chef Noir.

Out to Lunch is available from February, price £25.99. Give Mindscape a call on 0444 246333 if you want to know more.

DUNGEON MASTER 2



It's been almost seven years now since the world was first treated to the original *Dungeon Master* (pictured here). But it is strongly rumoured that work is almost complete on a sequel.

Persistent rumours about the world's most eagerly awaited sequel have borne fruit with the announcement that software giants Interplay are to release a follow-up to the classic role playing game *Dungeon Master*. Originally released in 1987 through the now-defunct Mirrorsoft company, *Dungeon Master* provided the definitive blueprint for all role playing games with its tale of four adventurers battling their way through a bewildering series of convoluted dungeons and mazes in search of the mysterious Lord of Chaos.

Despite spawning the acclaimed offshoot *Chaos Strikes Back* a couple of years ago, American programmers FTL have kept us waiting for almost seven years for a genuine sequel to *Dungeon Master*. Now it's finally here. *Dungeon Master 2: The Legend of Skullkeep* immerses you into an even more realistic world where creatures can think for themselves and every action has a consequent – and potentially totally disastrous – reaction. To make the gameplay even more complicated, you also have to manage *Dungeon Master 2*'s economic structure and you even have to handle the negative effects that the weather has on individual characters.

Although a release date and price for *Dungeon Master 2* have still to be officially confirmed, *Amiga Format* understands that work on the project is nearing completion and that the game is likely to be released later in the New Year. Watch this space for further *Dungeon Master 2* details.



The game will be called *Dungeon Master 2: The Legend of Skullkeep*, and if it's as ground-breaking as the original it promises to push back the boundaries of role playing games.

ISHAR 3

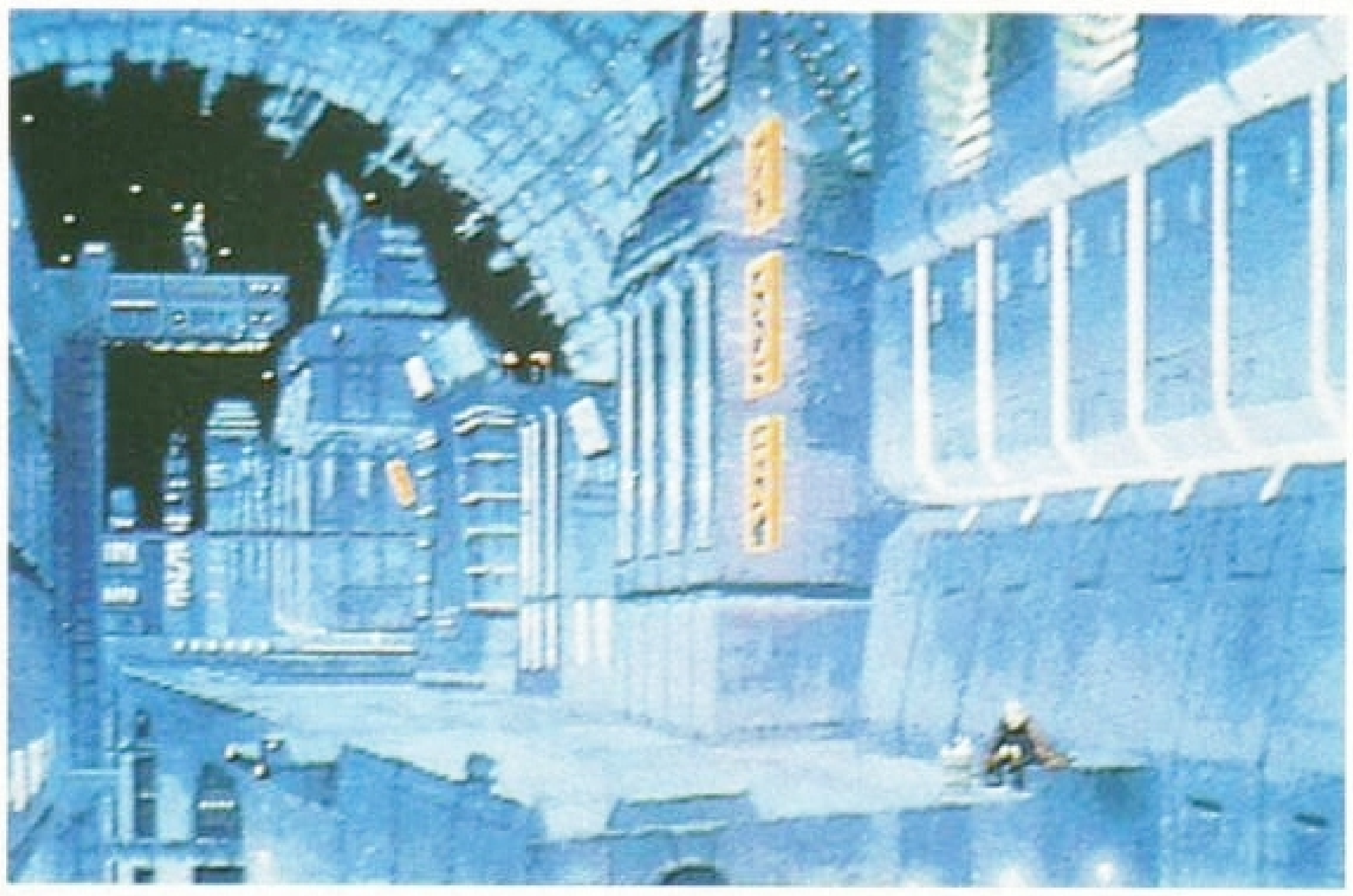


If you were thrilled through to your pants with Silmarils' first two *Ishar* adventures, you had better get your loincloth ready for the next installment which involves more running around hacking, slashing and annoying people. *Ishar 3* will be available in April on all Amigas including AGA and CD^{32}. For further *Ishar* information, contact Daze Marketing on 071-328 2762.

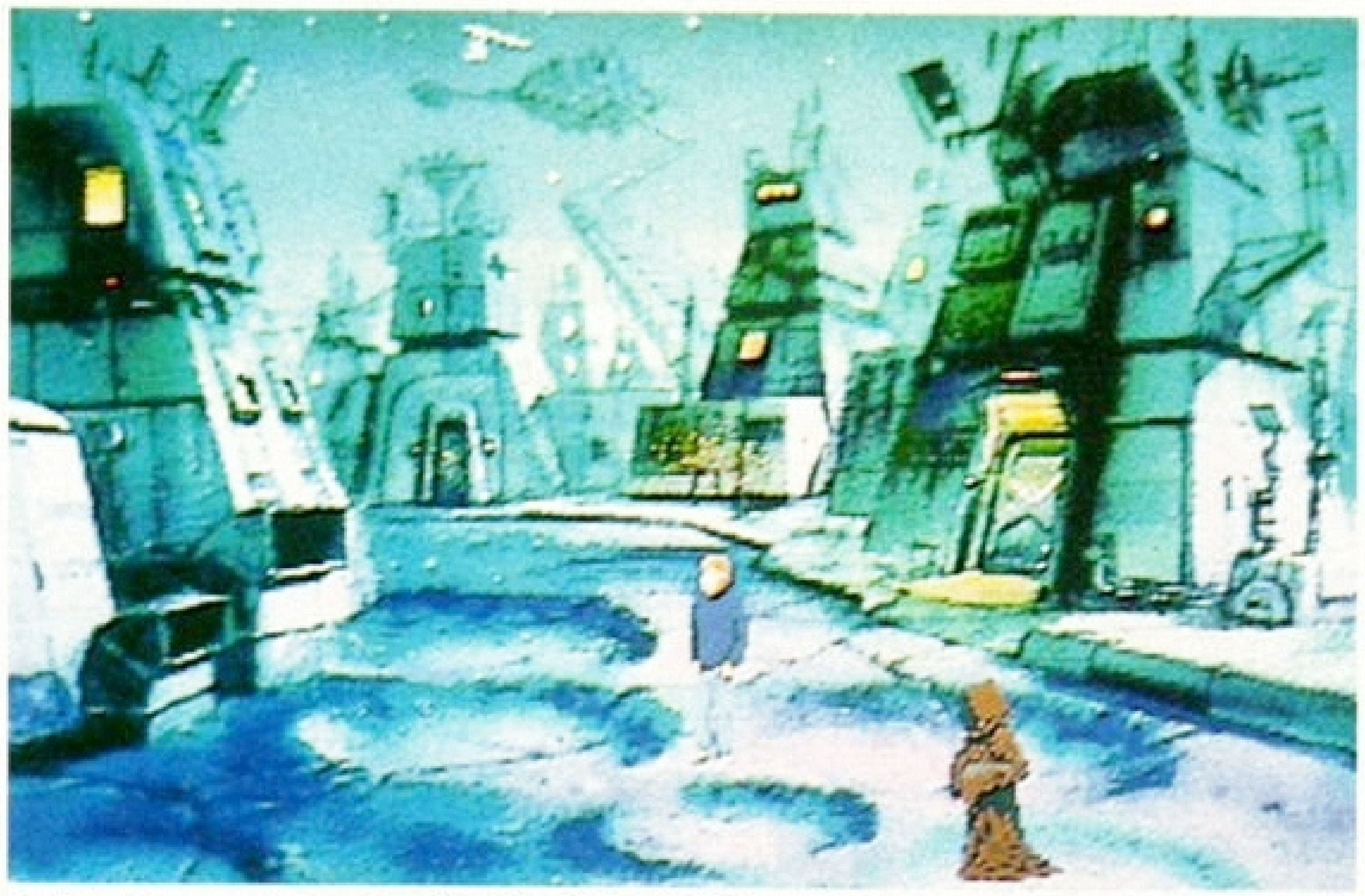
THE NEXT BIG THING?

ACROSS THE UNIVERSE

Core Design's futuristic follow-up to Curse of Enchantia arrives in February and looks absolutely breathtaking. Rob Mead beams it on to his Amiga and takes a closer look...



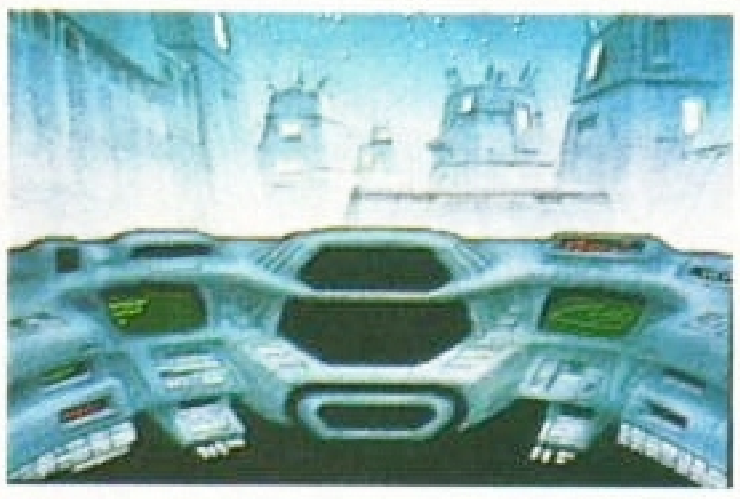
Kraxos is home to the evil Emperor. Boris arrives there at the same time as two separate attacks from the Mexaliens and rebel forces.



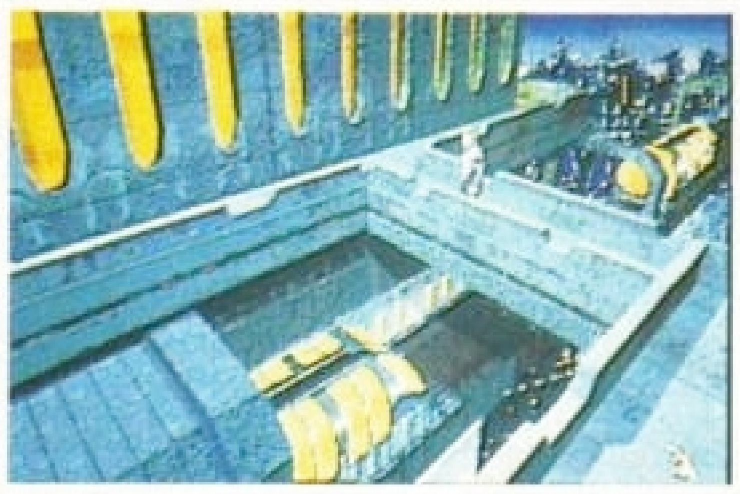
Boris arrives on the unfriendly planetoid of Pfallenop where he's befriended by a female half-human and his adventure begins.

The worst thing about being a teenager is getting sent on pointless errands by interfering parents. Boris Verne knows this to his cost. If his mother hadn't insisted he deliver a letter to Uncle George, he'd still be tucked up in his room, playing with his computer, instead of being stranded on a deserted planetoid surrounded by legions of warring space aliens.

Universe is the latest graphic adventure from Core Design, creators of the highly successful *Curse of Enchantia* fantasy role-player. Developed from his own film script by graphics artist Ralph Mohr,



Many locations in *Universe* can only be reached by personal transport, so it's a good job Boris managed to purloin this space car from Pfallenop's car park.



Wheelworld is a cylindrical artificial planet where much of the in-game action takes place. Gorgeous isn't it?

Universe takes you to a parallel universe ruled by the Emperor Meiamises, a corrupt and pathetic figure who believes constant wars and brutality will ensure his subjects' loyalty. Unfortunately, the emperor's power is on the wane and he embarks on a final destructive conflict against the peace-loving Mekalien people and at the same time he tries to extinguish an embryonic rebellion at home.

Hero Boris gets caught up in all this when he's befriended by a half-human called Silphinaa who's carried off by Meiamises' robot henchmen and comes within a hair's breadth of being killed. Sounds promising, doesn't it?

Although it uses the same flawed game engine as *Curse of Enchantia*, Ralph Mohr and programmer Gary Antcliffe believe they've overcome most of the problems which made *Curse* so cumbersome.

"*Curse* was more of an adventure for people who hadn't played that kind of game before and that's why we relied on an icon-only system," says Gary. "*Universe* is aimed at more experienced gameplayers, so we've put text in to make objects easier to identify, and to give you more information about what's going on. There's a description of the different locations, for example, which wasn't included before."

Universe is also a lot less linear and illogical than its predecessor. You can complete the different game sections in any order, so you're less likely to get stuck because you forgot to collect an object earlier in the game. The puzzles are now also much less contrived which means you combine or use objects with each other which would naturally go together. "There are still some illogical puzzles," says Ralph, "because it'd be too easy to complete if everything was logical and gamesplayers actually enjoy wacky combinations of objects."

What's most remarkable about *Universe,* though, is the graphics. Ralph airbrushed all the backgrounds for the 50-plus locations himself, then had them digitised to give the game a highly-charged, *Blade Runner*-ish quality. Combine this with Gary's mysterious Super Pre-Adjusted Colour (SPAC) utility and you end up with a very atmospheric game which features 256 on-screen colours even on the most basic Amiga A500.

" What's most remarkable about Universe is the graphics... a very atmospheric game which features 256 on-screen colours even on an A500. "

So how do Ralph and Gary feel about the inevitable comparisons to *Beneath A Steel Sky*? "It's not such an adult graphic adventure as *Steel Sky*. There are lots of more light-hearted elements to it and although it's got a serious point, we feel it is going to be a very fun game to play."



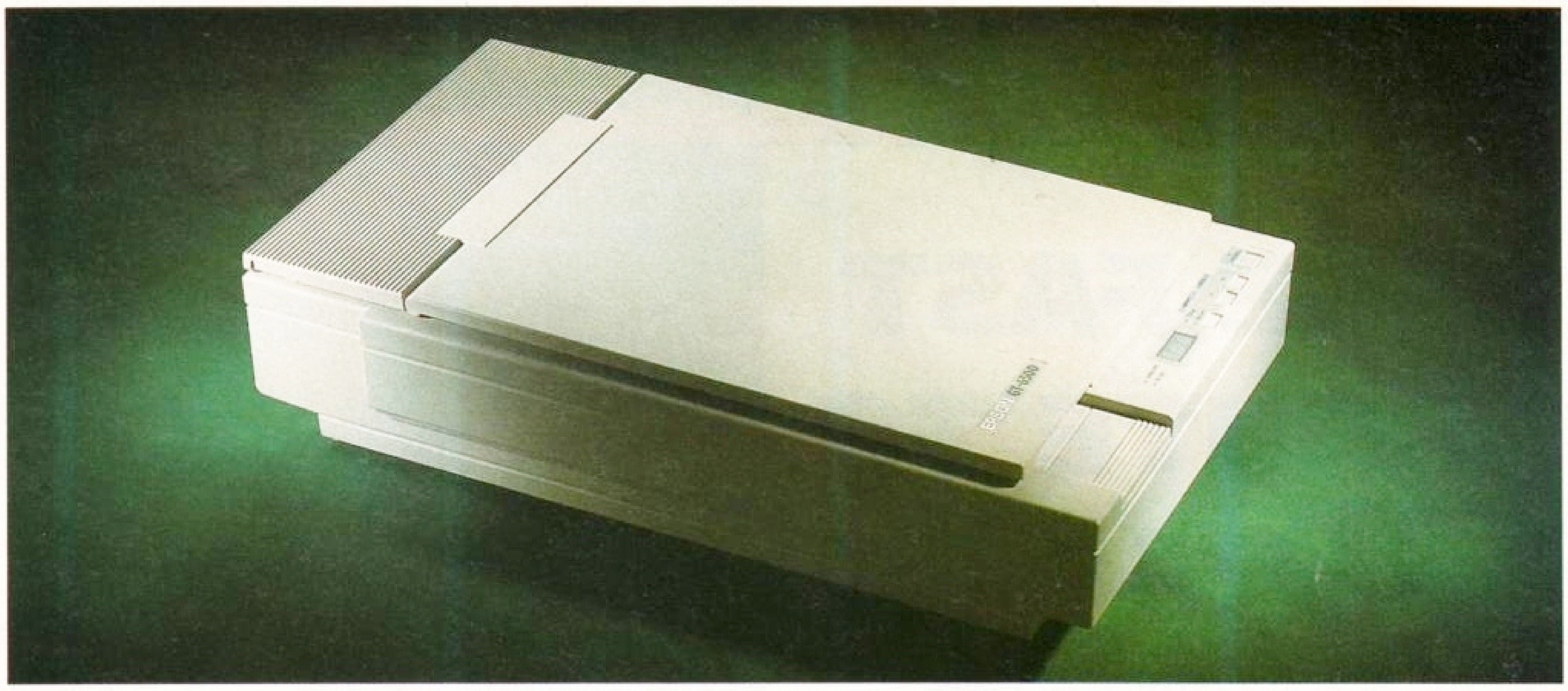
***Universe*'s much improved object manipulation now gives you valuable information on the items you collect.**



Boris can engage in frank and meaningful conversation with the weird assortment of aliens and humans he meets.

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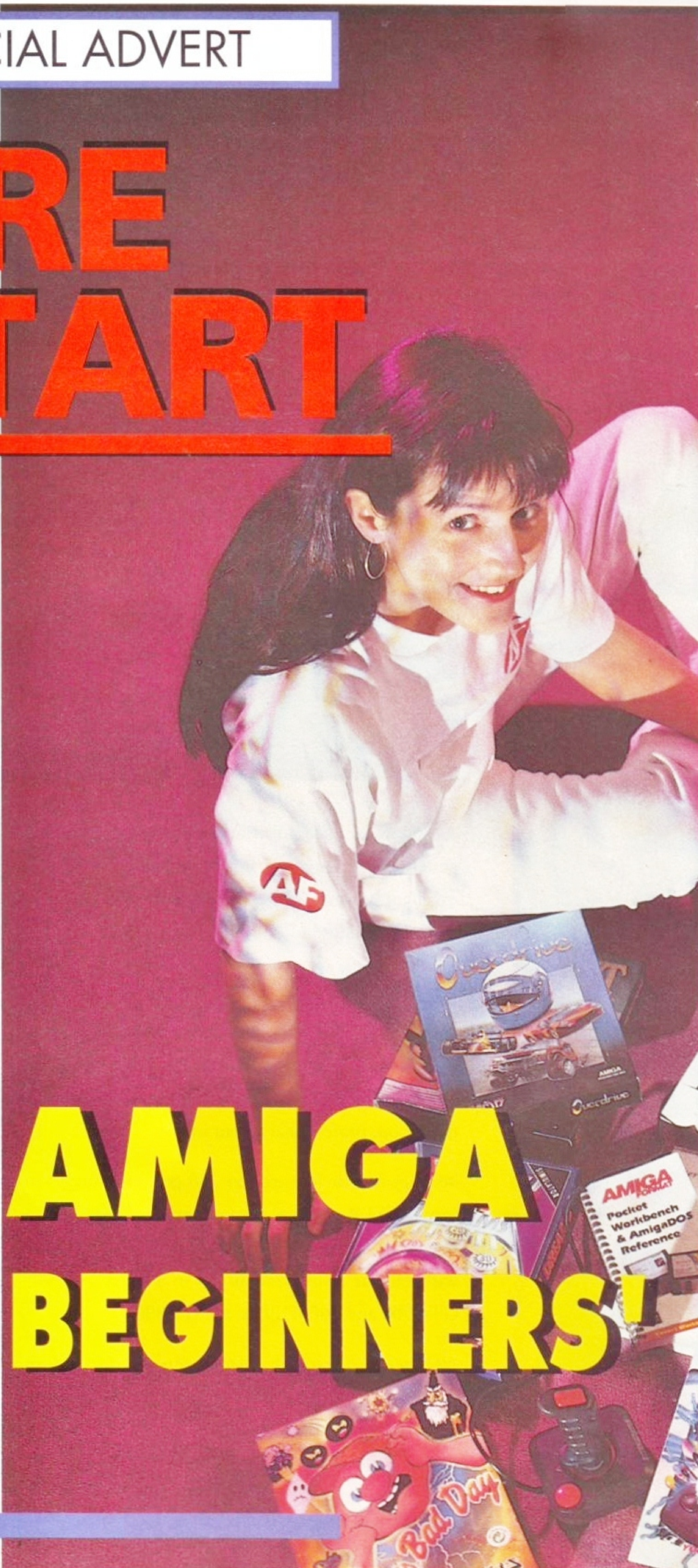
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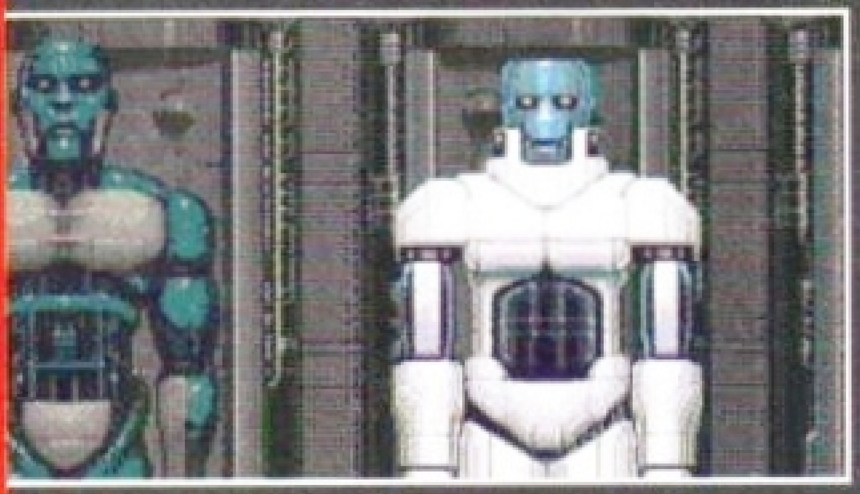
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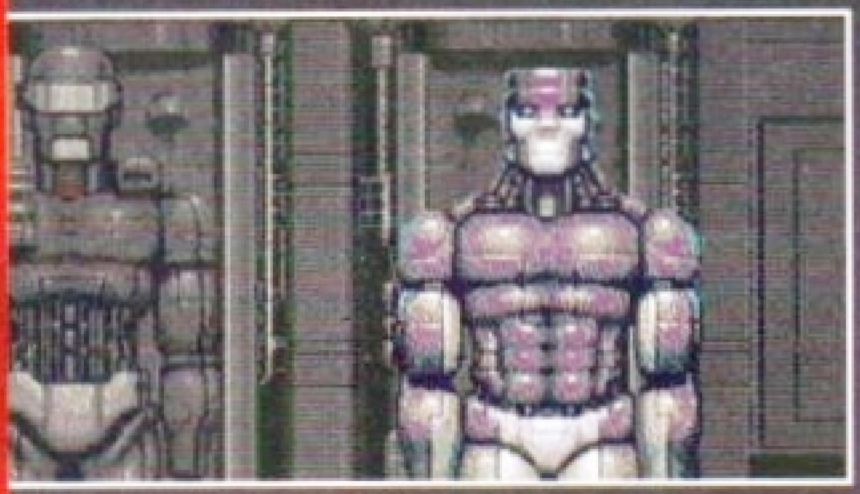
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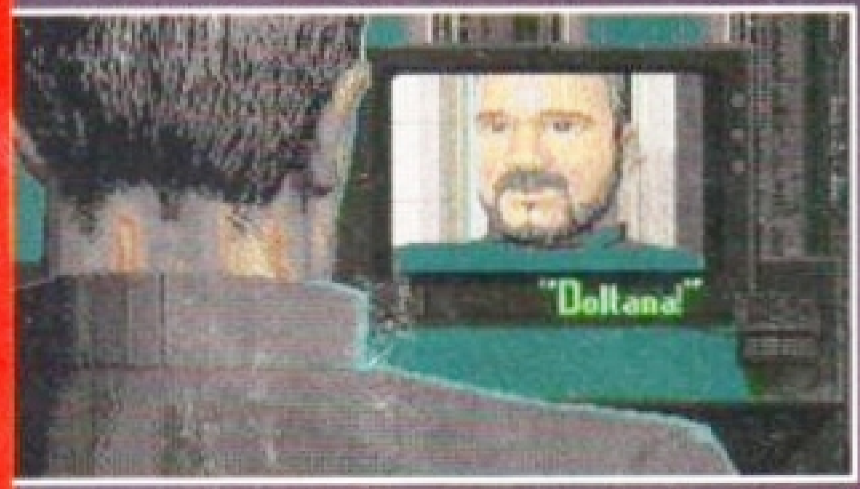


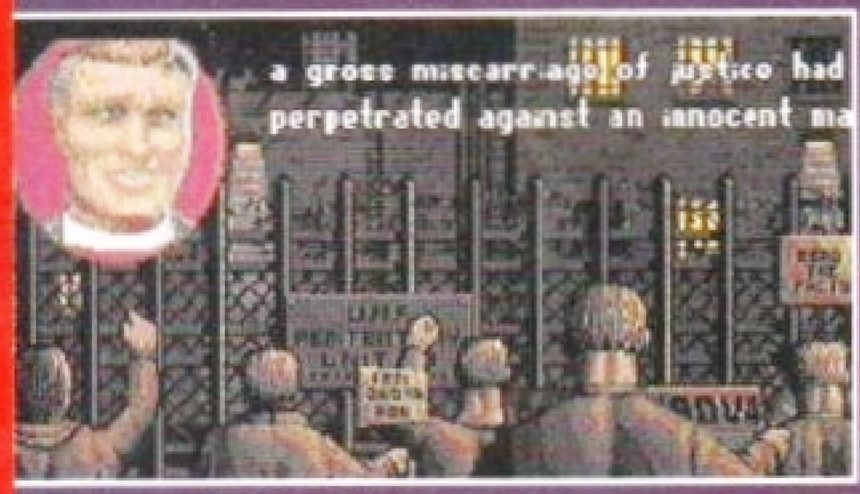
AMIGA BEGINNERS!

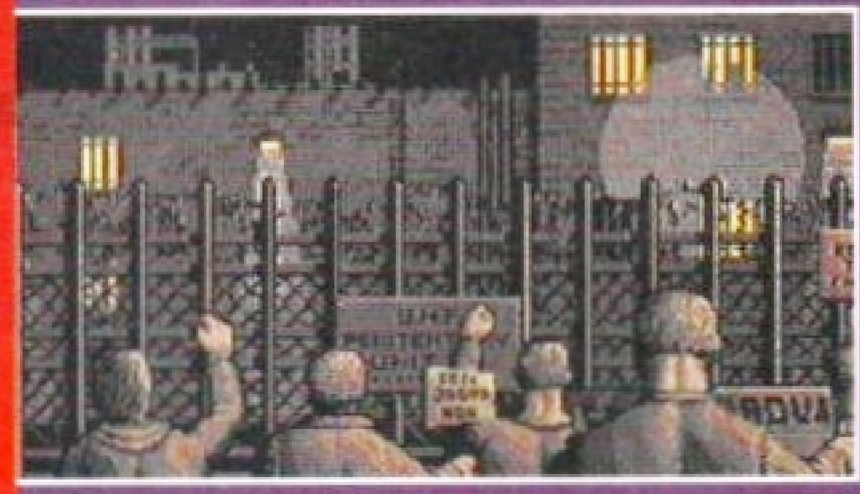








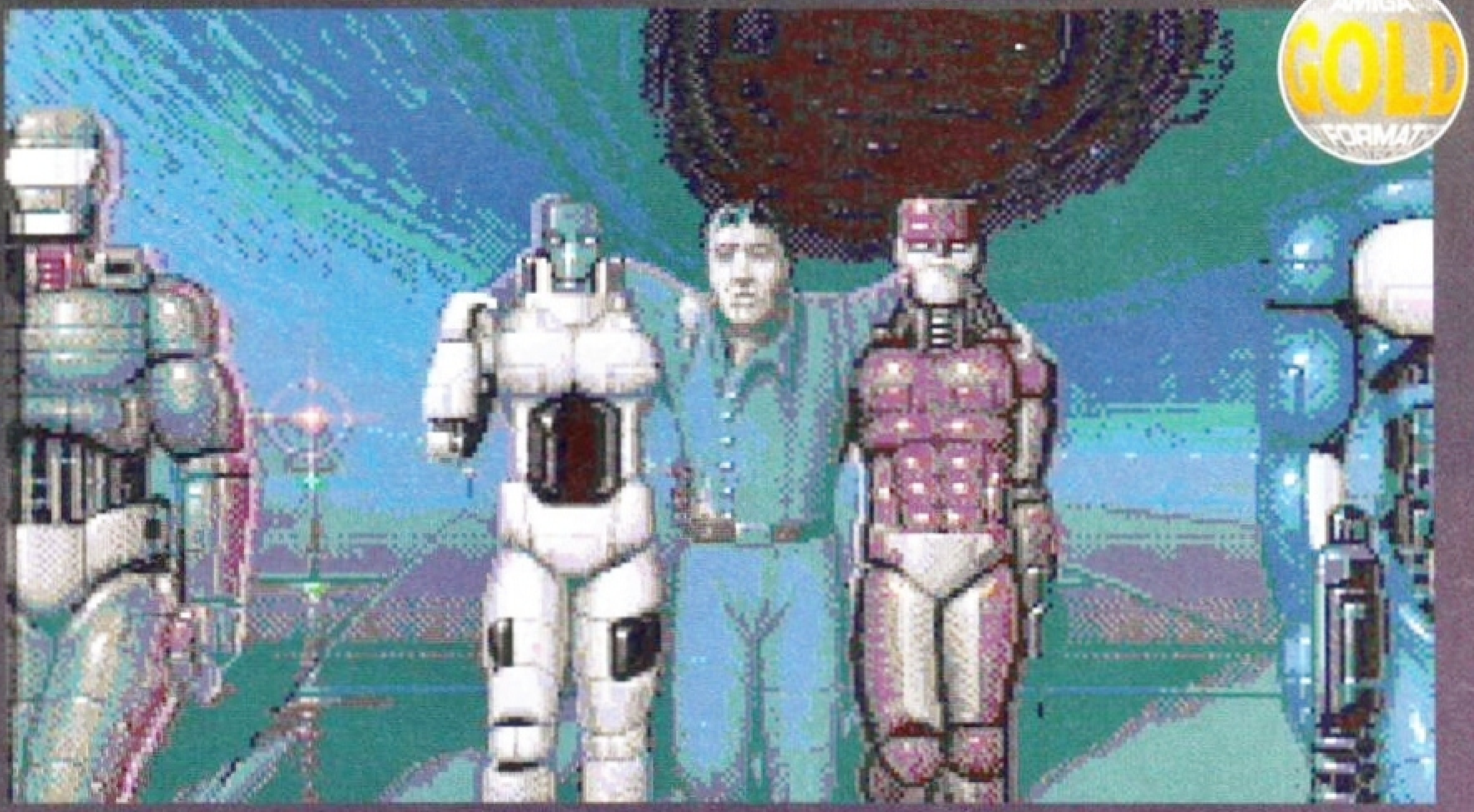






The introductory sequence to *Liberation* really shows off the 32-bit glory of the Amiga CD^{32}.

There's plenty of plot, action, colour and pace to keep you watching it. And the only way of doing this at any sane speed is from CD.



AMIGA GOLD FORMAT

LIBERATION: CAPTIVE 2

An evil conspiracy of Corps is creating havoc on Earth, and evil droids are set on destruction. Only you can stop them and liberate the captives...

The 27th Century of Liberation is one of those bleakish futures that seems to have been washed with a warm ochre and pinkish hue. It is one of those futures in which Corps are taking over from the true and democratic power of the people.

Well, not really, Bio-Corp and Securi-Corp are actually befuddling the dear old Emperor into spending more of his imperial time on the Wolf 359 System than he reasonably should. Despite this odd twist on the question of modern political power, there is still a cuddlesomely fashionable 'eco' theme underpinning the rest of the plot.

The evil Corps are using up all of mother Earth's precious resources. What's worse, they are (ab)using them to build law enforcement droids, some of which are not as street-legal as programmes such as *Crime Watch* would see as a basic requirement. Frankly, they've gone bonkers and are doing things to people that even Kenneth Clarke might think a little over the top.

There is a conspiracy afoot. And it is one that has a lot of obviously 'futuresque' names in it. Names with more consonants than vowels: Jadva. Names with tenuous historical connections like they used in *Star Trek*: John, Fredrick Sebastian (but not Bach). And names that are just silly: Hannibal Chew.

Your task, as John Sebastian, is to get to the bottom of the conspiracy, defeat the droids and make Earth a wholesome place to live, love and watch *CrimeWatch*.



Now there are packed game screens and there are packed game screens. And it must be said that *Liberation*'s is more packed than Linford Christie's running lycras!

Out of control

Phew, what a plot. And, anyone who has played *Captive* will recognise some of it, because this is indeed, *Captive 2*.

And it's on CD^{32}. Which leads to a lot of good things and one doozy of a bad one. If you want to retain your good temper then do not play this game with the CD^{32} controller. It is complicated, inefficient and irritating. Dig a mouse out from that old A600 box. Or buy one – try Golden Image's PowerMouse (£15, call 0234 843388).



A game of *Space Invaders*!!!? That's right, tucked away into the droids' complex control circuitry is a game of *Space Invaders* (look at the top right of the screen!). Now that's the kind of mindless, adolescent humour that makes this such a great game!



All that text will keep you up to date with what's going on. Dull looking innit?



That must be Graham Taylor in disguise trying to escape from the UK. Then again, maybe not.

This game was designed to be played with a mouse, it has a lovely point and click to it as you guide your droids around the place in a manner akin to *Eye of the Beholder*. But the programmers were told 'tweak this for that controller thingie, on the CD wassname' and they got bored towards the end of the job.

Never mind, there is a great deal of fun to be had etched into the pits and lands of this CD. Take the opening sequence – very neat indeed. You can sit back for a few minutes and see the entire plot sweeping before your eyes. You can even hear the main characters chatting away in full stereo. It's grand and well animated. There's a lot to be said for CD when you can get this quality of work pumping out at you.

But what happens after you've watched the machine do the work? As you would expect from *Captive 2*, the control system is tidy and usable. You control four droids as they trek around the city in search of, well, things.

The city is not a small place, we're talking Glasgow here, and there are nine different areas to explore. And what you are looking for are the people who have been illegally imprisoned by one of the evil Corps. They are... captives. Your task is to free them. Essentially this means that you shouldn't shoot them. Any one else seems to be fair game. But take another dose of heed here, try talking to some of the urbanites instead of blowing the hell out of them. You will find some useful information and will be able to carry on your merry way with a bit more of an idea about what's going on.

The conversation elements with an audioed CD^{32} are really amusing. Everyone in this new world appears to have developed a vocal abnormality, suffering from outlandish accents, distorted speech patterns and a tendency to repeat themselves. Maybe this is what the future will be like once all kids are forced to learn their language from television. The horror!

> **" As CD-based games go, this one is steaming along... *Liberation* makes a fine *Captive 2*. "**

Looks good, feels good

Back to the game. The movement and control system are standard RPG fare. Guns, back-packs, walking, all that stuff. Where *Liberation* does look ahead (and even beats the wondersome *Hired Guns* on one level) is that you can look both up and down as well as left, right and forward.

The graphics are excellent side – the world you're in looks like William Gibson's notion of the inside of Wintermute. What it lacks in great detail it makes up for in the speed at which you are capable of moving around the terrain. It's all good stuff.

And so is the bit where you get to shoot someone. Hit the button and out come your robot hands a-blastin' and a-rainin' hot death on all who stand before you. Oh, I mean ALL who stand before you – so make sure you've got your droids in the right relationship to each other before you decide to play Rambo with the local civilians, otherwise you'll have some seriously non-motivated metal men.

It is a pleasant duty for me to tell you that as CD-based games go, this one is steaming along at a more than acceptable rate of knots. There is a ton of depth to it, enough to justify the not outrageously OTT price-tag (well done Mindscape for not cashing in on the CD-format). And aside from the niggles about the controller, it must be said that *Liberation* makes a fine *Captive 2*. Yup, it's a goody.

Tim Smith



Oh dear, all dead. But never mind, they were only mindless droids sent out by you in order to discover things and maybe, just maybe, get blown away. Tough really.

LIBERATION: CAPTIVE 2



PROGRAMMERS
T Crowther (Byte Engineers)

PUBLISHER
Mindscape

PRICE
£34.99

RELEASED
Out now

CD32 GAME

GRAPHICS

Tony Crowther has a way with graphics that make them both familiar and interestingly novel.

SOUND

Philips and Sony developed the CD format to replay high quality stereo sound. And it does too.

ADDICTION

Mindscape have produced some lively and long-lasting games. This one is no different.

PLAYABILITY

That CD^{32} controller. Fish and bicycle come to mind. Played with a mouse this is a fine game.

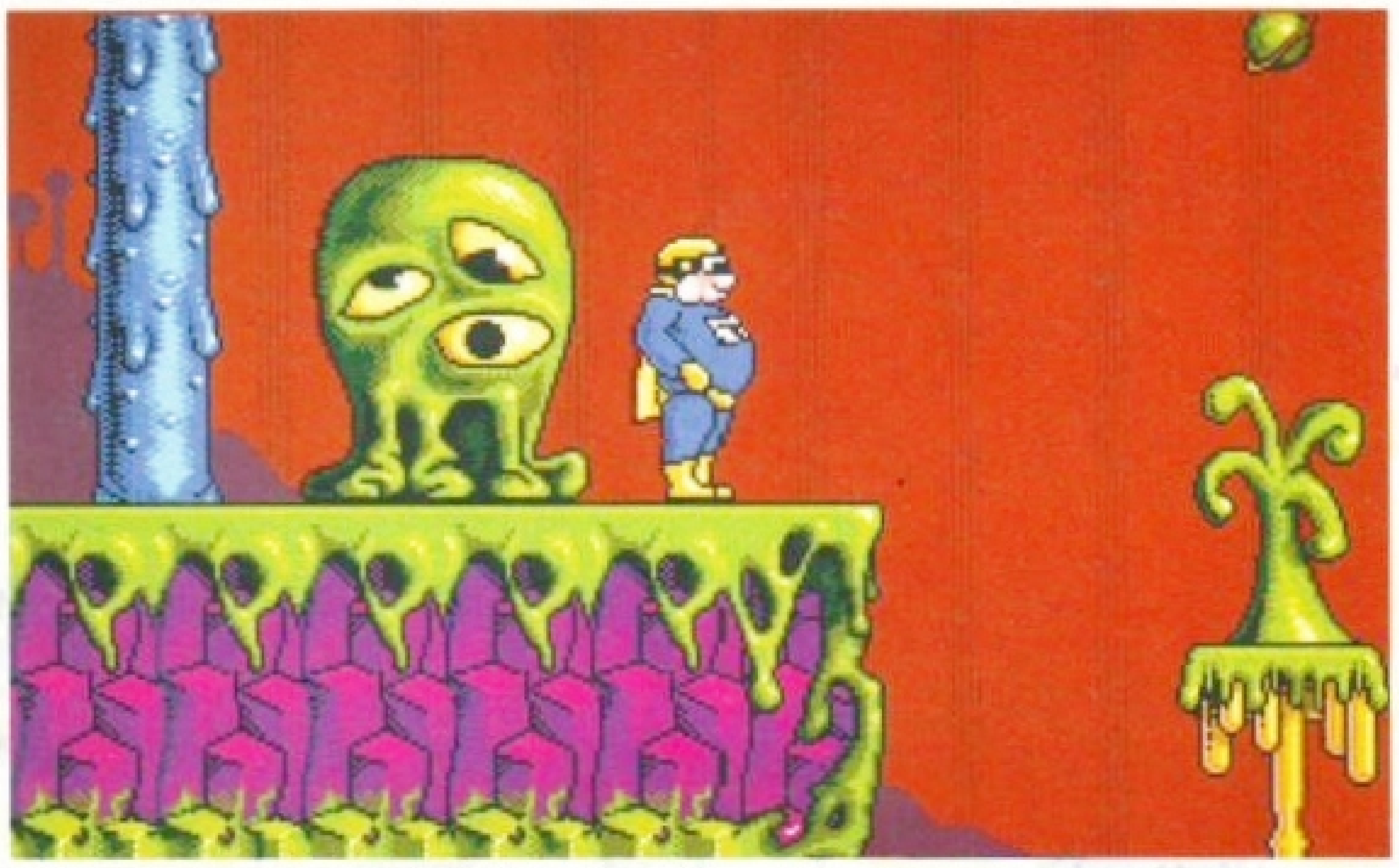
VERDICT

" An excellent exploration and problem-solving addition to the CD^{32}'s growing range of games. Loads of playability, loads of life and loads of places to explore. "

91%



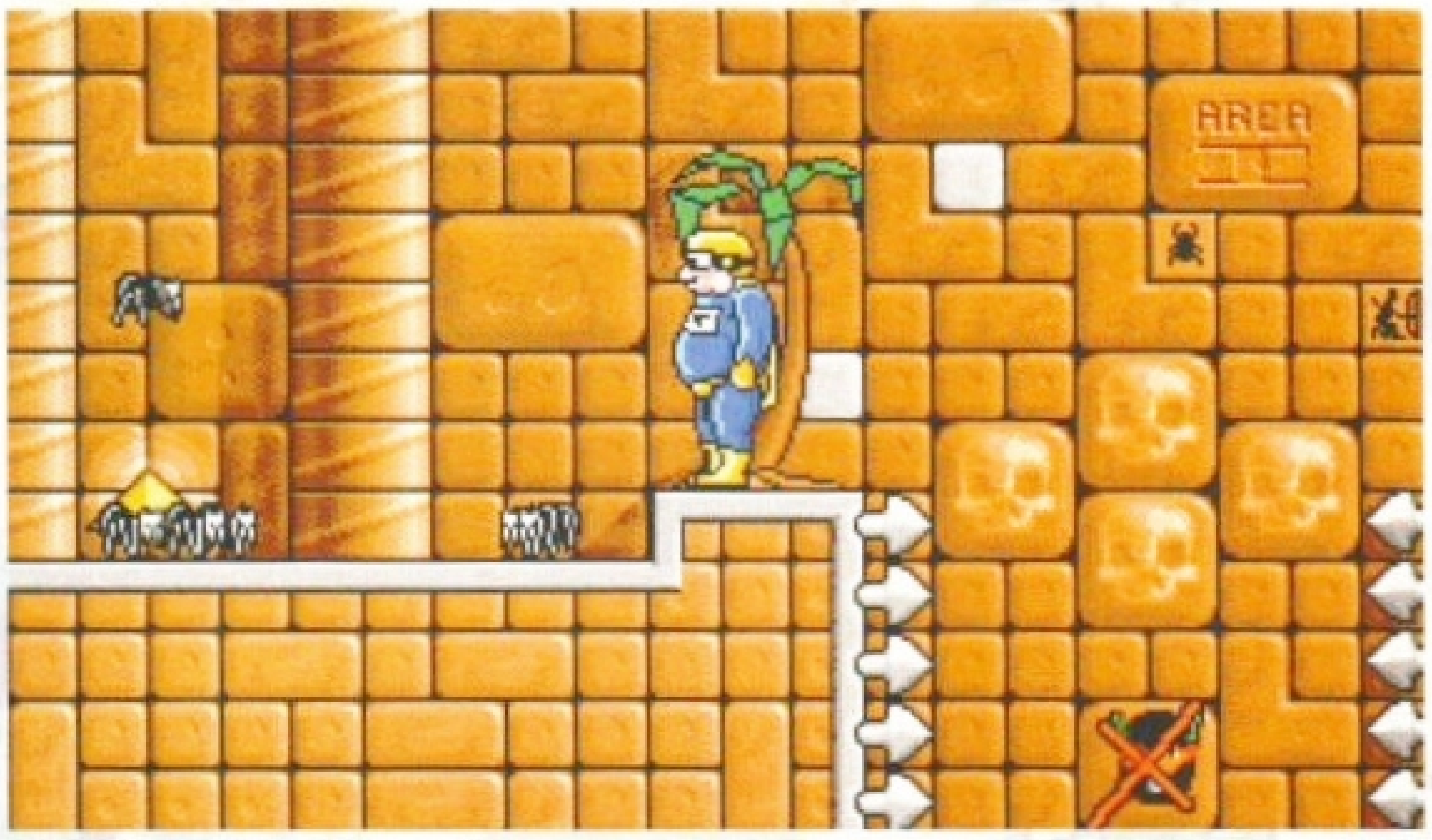
"This is really weird," said Fatman. "I could have sworn I put a giant double cheeseburger with extra fries in my utility belt this morning."



FATMAN
THE CAPED CONSUMER

Before you start, there's nothing wrong with being fat, OK? All of us lug around a bit of excess cellulite somewhere, so what's the harm in taking two seats up on a bus or pretending to be nine months pregnant once in a while? After all, if it's good enough for Bernard Manning, it's good enough for you and me.

Roy Fat – Fatman's civilian alter ego – doesn't have a weight problem. In fact, he relishes his chubbiness, and so does his wife Blobbetta. They run a restaurant called the Stomach Building Centre and fill their not inconsiderable bellies with its tasty fare every night.



Mummies, snakes, hairy spiders and painful spikes lie in wait for the unsuspecting blubber monster as he braves it through Egyptian world.

Fatman's also a bit of a dab hand at inventing and, after he's polished off nine scrambled eggs for breakfast, he plays with his latest creation – the Food Inventing Processor. Unfortunately, Fatman's obese jocularity isn't shared by everyone and he's made an enemy out of Ted Thinsin, mad scientist, junk food manufacturer and all round miserable thin person who steals his fabulous food machine and kidnaps his cuddly wife to boot.



Mild-mannered Roy Fat tries to transform himself into Fatman, but just ends up looking embarrassed.

Cue a seven-world platforming romp through the streets of cartoonland in search of collectables and grub-related bonuses which can help Fatman get his missus and his invention back. The Caped Consumer has a considerable array of weaponry at his disposal, including The Belch, where the victim is subjected to an earth-quaking burp, and The Belly Butt which bounces opponents into oblivion.

It's all extremely tasteless, of course, but you can't help marvelling at the way Fatman waddles around the 13 levels, struggles to get up and down the stairs and pulls excruciating faces when he unleashes a burp at the baddies.



Fatman's amazing Belly Butt can be used to defeat baddies or impress young ladies at the local nightclub.



You are what you eat and Fatman has got an extremely potent bad-breath weapon to prove it.

However, once you've got over your initial delight of his character, you soon realise how thin (arf, arf!) this game is. It's the kind of game you find hysterical when you're deliriously drunk at 3am, but which looks completely cack in the cold light of day. To cap it all, Fatman has a problem leaping around levels – not just because he's chubby – and there are some glaring bugs which make it look shoddy. This would have been a great platformer, but it is ridiculously overpriced at £25.99.

Rob Mead

FATMAN THE CAPED CONSUMER



PROGRAMMERS
I/O Products

PUBLISHER
Kompart/Black Legend
0727 868005

PRICE
£25.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS

The intro sequence is suitably cartoony, but it's downhill all the way after that.

SOUND

Fatman makes plenty of disgusting noises, but the music is diabolical.

ADDICTION

He's a lovable hero and you get hooked watching him wobble around the screen.

PLAYABILITY

Once the jokes have worn thin, you're left with a very average platform game.

VERDICT

" *Fatman* is great to play for about the first five minutes or so, but the novelty soon wears off and you are left feeling a bit cheated. Kids will love it, though. "

58%

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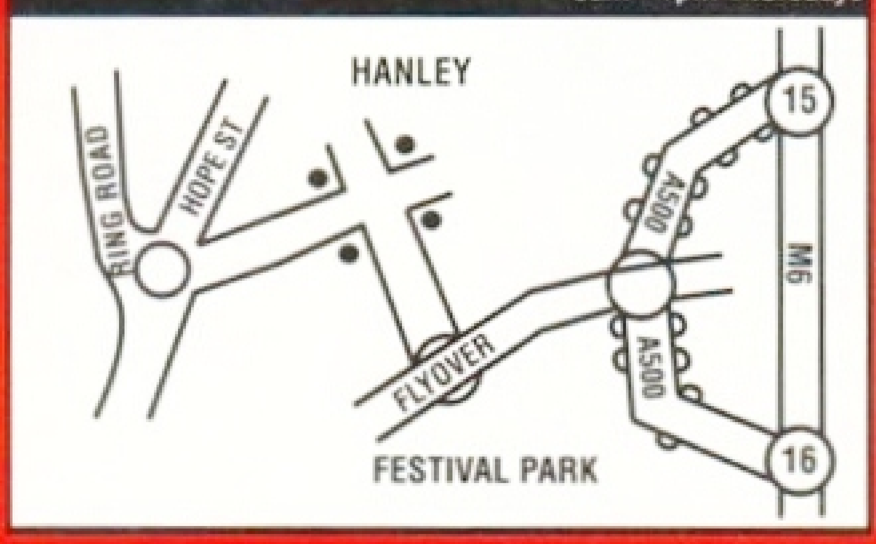
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2 PART



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WORLD OF WORDWORTH

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GENESIA

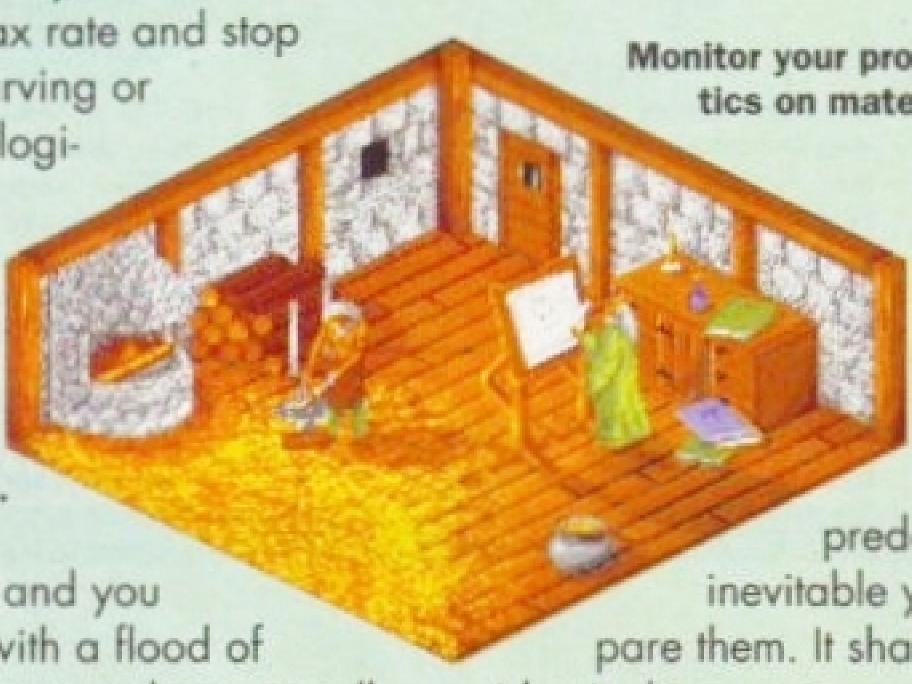


Everything grinds to a halt during *Genesia*'s hard winters and some of your people (how many is in your hands) inevitably succumb to the bitter cold conditions.

Peter Molyneux has got a lot to answer for. If he hadn't invented *Populous*, we wouldn't have all those copycat games like *Mega-Lo-Mania* and *The Settlers*. Now French bods Microids have added another god game to the pile with *Genesia*, a tale of tribes, trials and mystery jewels.

You are responsible for a clan of settlers who've set up home on one of five worlds. The aim is to help them prosper and lead contented lives by improving their economic and technological status. Only then can you start looking for the jewels.

To help you, each band of settlers can be split into eight occupations including architects, inventors and farmers who can design and construct buildings, exploit natural resources or research and develop new technology. This all costs money and materials, so you also have to manage your tax rate and stop your people starving or causing an ecological disaster.



The inventor and blacksmith make advances including ships, weapons and wagons.

Get it right and you are rewarded with a flood of new arrivals in your colony as well as technical and military superiority over your rivals. Get it wrong and you could be going to bed much earlier than you thought.

All this is pretty standard fare if you're into god-games and *Genesia* does it all very well. Being able to get inside the buildings and talk with the inhabitants is a nice touch and the seasonal fluctuations make the gameplay unpredictable. On the downside, *Genesia* is so similar to its more illustrious god game predecessors it's inevitable you should compare them. It shares a virtually identical isometric game screen with *Populous*, complete with icons and a mini-map around the edge. The way inventions are linked to make a whole, remind you of *Civilization*, while the construction and task elements remind you of *The Settlers*.

Unfortunately, these overwhelming similarities just make you think of how great the originals were and you find yourself wishing you were playing them instead.



Monitor your progress with statistics on materials and workers at your disposal.

Genesia has other problems too. It takes ages to get anywhere because you have to sit through the other two players' moves, whether they are Amiga-controlled or not, and you are confronted with almost constant disk-accessing. Combine this with the fact that it takes forever to get enough resources and people together to expand your empire and you are left with a game that demands a lot more from you than it gives in return.

Rob Mead

A guide to the icons you can use to create your world.

LEVELLING THE LAND



MINI-MAP: gives you an overall view of your world.

GOLD: tells you how much money you have.

BUILDING SELECTED: shows you a picture of the building currently under construction.

ACTION POINTS: Each military unit is given a limited number of action or movement points displayed here.

1 HOURGLASS: each player is allocated a time period to make their moves, indicated here. Click on the button if you want to skip a turn.

2 DISK: click to save your current game or load an old one.

3 WORLD: gives you an enlarged view of the world map shown in the mini-map section.

4 STATISTICS: click here to see your empire's status in terms of population growth, resources and fertility.

5 DESTRUCTION: get rid of unwanted obstacles such as trees, lakes, and so on which may be blocking your path.

6 CONSTRUCTION: you can select a major building for your architect to create as well as roads, fields and wells.

7 COMBAT: go to any battlefield where your troops are currently engaged.

8 ARMY: soldier units are essential for expanding your empire or defending it. Click to go to any available units.

9 WAGON: can be used to move goods around different warehouses or for transporting raw materials to shops where they can be sold.

10 BOATS: enables you to sail across the oceans and colonise other parts of the world. Click here to go to any available units.

11 BALLOON: useful for spying on enemy territory and dropping bombs on buildings or hostile troops. Click here to go to any available units.

GENESIA



PROGRAMMERS
Microids

PUBLISHER
Mindscape 0444 246333

PRICE
£29.99

RELEASED
Out now



HARD DISK INSTALLABLE

GRAPHICS 1 2 3 4 5 6 7 8 9 10

Reminiscent of *Populous*, but good-looking nevertheless. Limited animation.

SOUND 1 2 3 4 5 6 7 8 9 10

The in-game music is a bit tedious, but the sound effects add atmosphere.

ADDICTION 1 2 3 4 5 6 7 8 9 10

Becomes increasingly enduring the more you play it. A grower, not a stunner.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

It's will take weeks for you to get anywhere. It's no doddle either.

VERDICT

"*Genesia* tries to outdo *Populous* and *The Settlers*, but ultimately fails to do either. Despite this, it's a challenging and occasionally rewarding god game."

71%

european computer user

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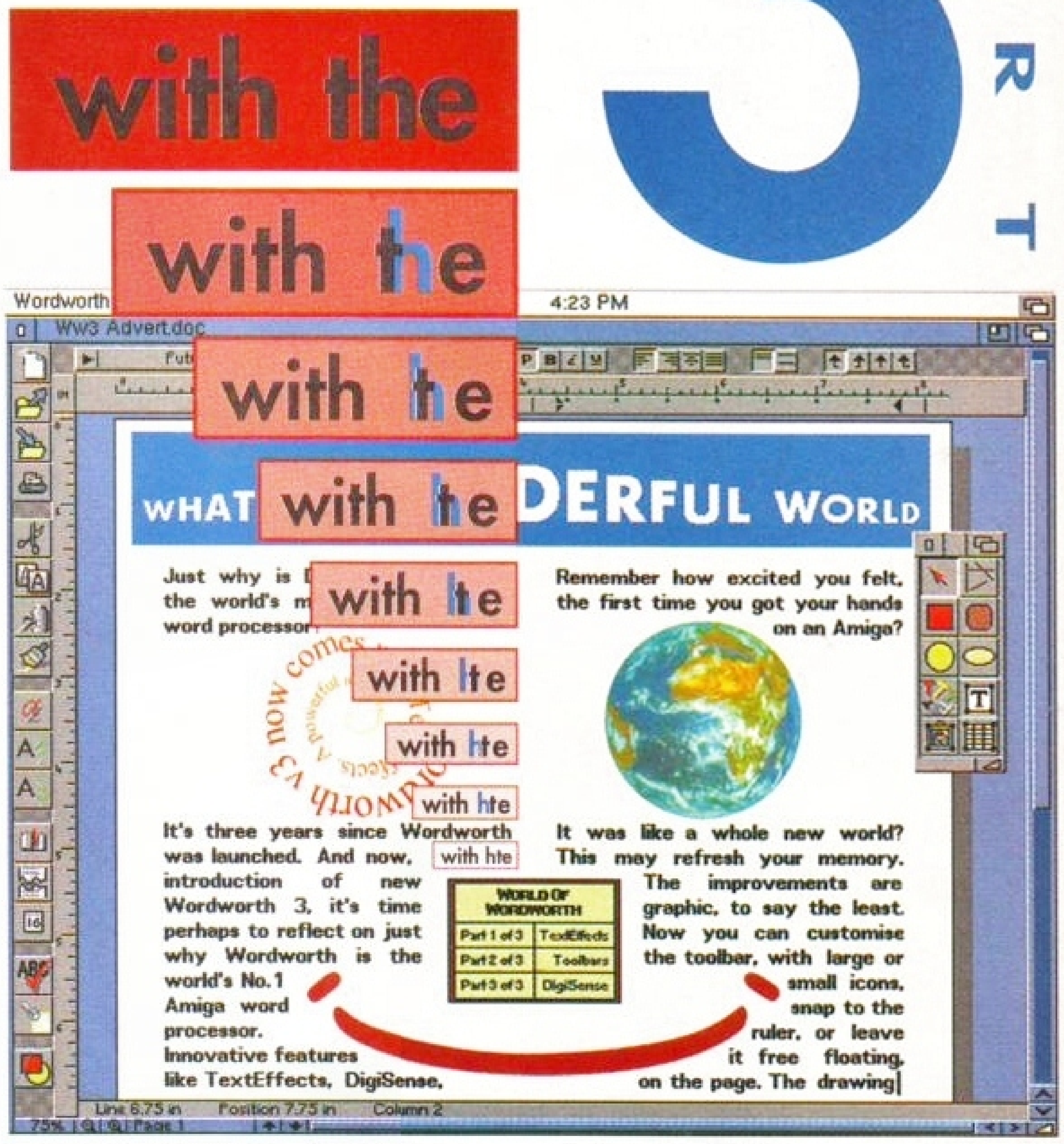
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PART 3



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Wordworth 3

WORLD OF WORDWORTH

SKIDMA



This track looks so unassuming, but that's fast tarmac, and the bumps are a killer.



Watch your speed on this track or you land from those bumps in just the wrong place to make the bends.



A map, has anyone got a map? When you try viewing this through the screen window, you'll know what I mean.



What, a two-way section, you have to be kidding. Head-ons are the order of the day on this crazy track.



Nick honestly believes that he is going to win this race. Ha, the fool. I am ascending that ramp in my sexy black Porsche at an incredible rate of knots, and when his pathetic baby blue muscle car hits the deck at that highly inappropriate angle, I'm gonna sail right over him and power on to ultimate victory.

Skidmarks brings out that vicious backstabbing grasping competitive side in everyone.

S*kidmarks*! Strange name for a game, brings to mind images of a long, dark coloured streak of... rubber on a road surface. What did you expect me to say? A poop mark in the pants? Never, we here at *AF* avoid toilet humour like we avoid going down the pub and drinking brain-numbing quantities of alcohol. And pinball.

The name of this four-way scrolling isometric view race-and-chase game comes from the fact that, as you speed around the track, you leave a fine set of tyre marks. As the game progresses, the track gets more and more chewed up, and the great thing is, when you come to start the next race on the same course, the track retains its distressed condition from the previous race.

If you haven't played this game on Issue 51's Coverdisk yet, then you haven't lived. As viewed from overhead racing games go, this is the yin to *Micro Machines'* yang. Whereas that game was massive fun in a cute, cuddly cartoon fashion, this is roadkill. If *Skidmarks* was a cartoon, it would be the Itchy and Scratchy show.

Subscribers will recall that the girls of the *AF* team love *Micro Machines* like they love strawberries dipped in champagne. It made them scream when they went round corners. It made them giggle and squirm too, a wonderful sight to behold.

Non subscribers will wonder what the hell I'm on about. We'll be back to the *Skidmarks* review after this message...

Subscribers to *Amiga Format* get a special newsletter – Backstage – every month, giving them inside information on what's going down in the *AF* offices. Recently in Backstage, Sue and Jules shared with us their fave game of 1993. They both chose *Micro Machines*.

Thank you, and now... where was I? Oh yes, The guys enjoyed *Micro Machines* too, but we enjoy *Skidmarks* a whole lot more. It makes us scream when we go round corners too. It makes us scream things that we could never print here for fear of WH Smith removing all the copies of this issue from the shelves.

Use your imagination, you're hurtling along a mud-covered, tree-lined forest track, the corner is approaching fast, you pre-turn and slide into maximum oversteer. You look like you're about to pull the curve of your life, Carlos Sainz would be impressed, when out of nowhere, 'The Boy' Bradley barrels into view, hits you a vicious side swipe, the outcome of which is that he gets accelerated into first place, and you end up tootling along in the wrong direction at six miles per hour (scale speed). C'mon! What would you scream?

Grunge computing

Did any of you read that feature on Grunge Golf in *Details* magazine recently? No, don't blame you, awful magazine, for yuppie-from-hell would-be male models. And it has nothing to do with this review either. But *Skidmarks* is a bit of a grunge computer game. It brings out those primal competitive urges, better than running around in woods naked and banging on big drums.

You get the concept of the game,

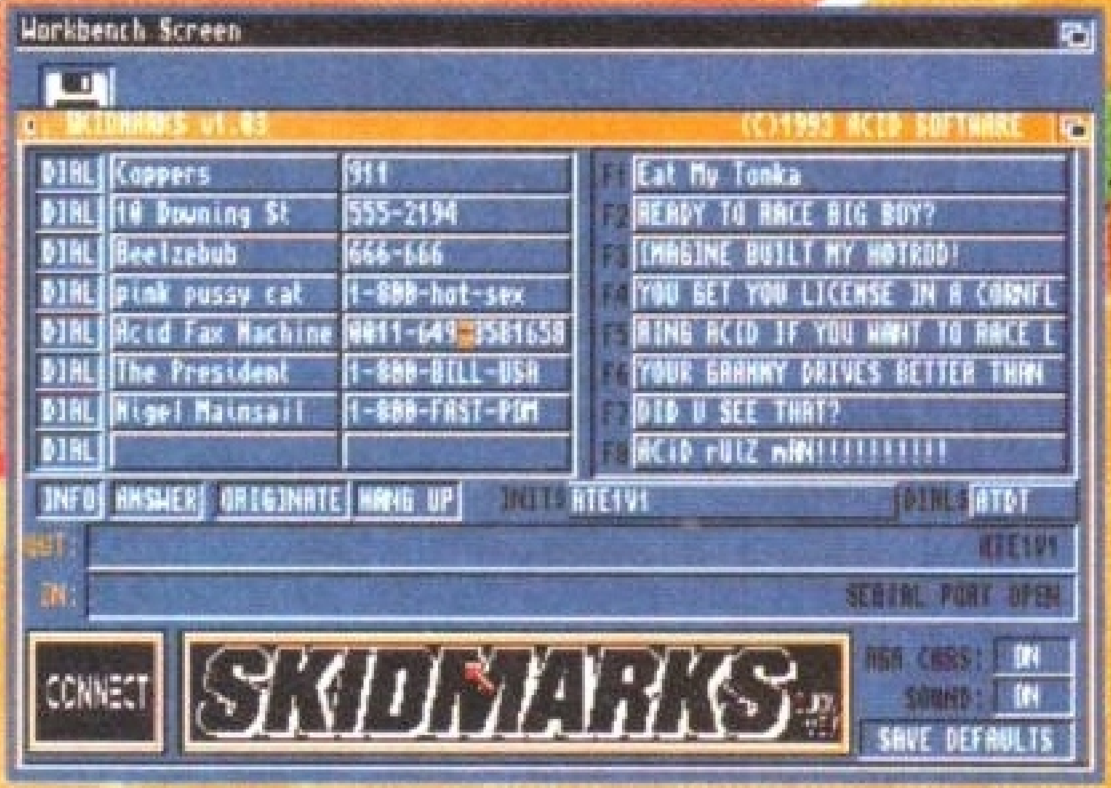
RKS



People who drive jacked-up pick-up trucks are notoriously crap drivers. This points table only serves to prove this.



Nevertheless, I'm going for this tasty flare-sided green machine. It's got a 247 cube fuel injected block, you know.



This is the first thing you see after booting *Skidmarks*. How many other games have their own comms software?

I'm sure. You line up on a track with three other cars, you try to go around the track in the correct direction as quickly as possible until you cross the finishing line a predetermined number of times. It's a far from revolutionary concept, but one which *Skidmarks* takes to near perfection. Throw in the obvious options, choice of different vehicles, a dazzling array of car colour choices, choice of control methods, choice of different computer opposition teams and a choice of 12 tracks, and you end up with a sentence with far too many occurrences of the word choice.

And there's more; two-player mode via split screen, or two-player mode via null modem, giving full screen view to each player. Four players can play modem-linked, each using a split screen view. And you can dial someone up and play over the phonelines too!

Free updates

In keeping with Acid software's commitment to PD and Shareware innovation, the *Skidmarks* program disk is not copy-protected. The car and track disks are, of course. So Acid can place revised and improved versions of the game in the Public Domain, so that the people with car and track disks, only available by buying the full game, will be able to play the revised versions.

If you ever have the good fortune to get stuck in a pub with the guys from Acid Software, conversation will doubtlessly come around to the subject of computer game playability. These guys take their recreational computer software very seriously indeed, and they have more than a few harsh words to say for many of the so-called, self-styled computer games of today. But when they deliver games of this quality, with this degree of sheer, unrivalled playability, they have room to talk.

I would sum up *Skidmarks* by saying it's fast, furious and fun, only this phrase has been banned from the pages of *Amiga Format* due to overuse. But for once it would be particularly apposite. One thing is for sure though, this is a party game, if you're going to play it (and you should) play it against a friend. If you are old enough, drink beer too. And if you are going to a friend's house to drink *Skidmarks* and play beer, take a taxi. Those radical driving manoeuvres you perfect on screen are fuel injected certain-death when practised on real roads.

Marcus Dyson

SKIDMARKS



PROGRAMMERS
Andrew Blackbourn

PUBLISHER
Acid Software

PRICE
£25.99

RELEASED
Available now

HARD DISK INSTALLABLE

NEEDS 1 MEG

GRAPHICS 10

A zillion frames of ray-traced cars, great tracks, and look out for the spectator taking a leak.

SOUND 10

Great revving, annoying screeching and a heavy metal intro. Rockin' good sounds!

ADDICTION 10

Choose the right opponents and this is the ultimate "just one more game" game.

PLAYABILITY 10

These cars really are a bitch to control, but persistence pays rich rewards, like fast lap times.

VERDICT

" Get your motor running, get out your Amiga. *Skidmarks* is a rare and very tasty treat.

It's packaged playability, it's canned competition. It is great. "

90%

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A4000/30: AGA Chip Set + 68030 processor, 68882 25/50 MHz co-processor option, 256,000 colours from 16.6M, scan doubling for flicker free display, Mouse, Amiga 3.5"/1.76 MB 3.5" drive, Hard Drive as below, Amiga DOS 3.0 system and utilities, **Next day on-site warranty**
A4000/40: As above, but featuring the blistering 68040 processor, with full floating point facilities **NOT** EC version. UK models with on-site warranty...**NOT** imports!

TRADE IN AVAILABLE

HD SIZE MB	A4000/30 1+1MB SUBTRACT £70	A4000/30 2+2MB STANDARD VERSION	A4000/30 2+4MB SUPER EXP. VERSION	A4000/40 2+4MB	EXTRAS
80		965		1889	
120		1039		1915	
160		1079 SPECIAL		1959	
240		1149		2139	
340		1219		2299	
540		1479		2459	

1+1MB: WARNING - 1 + 1MB A4000s will not run most serious AGA s/w packages. If required, subtract £70 from 2 + 2MB prices

Super Exp. Version: ADD £80 • ADD £80 • ADD £80. 2 + 4 MB version comes with 2MB chip RAM + one 4MB chip of fast RAM, for on-board expansion to 16MB. We do not fit two x 2MB chips of fast RAM, which gives on-board expansion of only 8MB.

Extras: Extra 2MB for 2+2 versions £99 • Extra 4MB for 2+4 versions £159 • Microvitec Cubscan 1440 recommended £399.99 • Same day warranty £39.99, extra 2 yrs £99.99

A4000/30 CO-PROs
68882 25 MHz....ADD £79
68882 50MHz....ADD £159
Fitting FOC if purchasing A4000

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SPECIAL

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CD32 SOFTWARE

Over 75 titles specially written for the CD32 should be in stock by Christmas (phone for list), including Syndicate, Zool 2, Jurassic Park, Chaos Engine, Robocod, many of which include a full CD music track alongside the game. About half of existing CDTV titles are compatible. CD32 will also play normal music CDs and CD+G discs

CD32 Console (with Oscar AGA, Diggers +Joypad FREE)
£279

CD32 + FMV Card as above
PLUS FREE MUSIC VIDEO DISC
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Full Motion Video module for CD32 (with Free Music Video Disc)....£189.99
COMING SOON
Floppy drive, Keyboard, Mouse CD32 for A1200

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OR LEMMINGS, SIMPSONS, CAPTAIN PLANET, PLUS D PAINT III & GFA BASIC
ADD £14.95

A1200

1200 2MB	269
1200 +20MB HD	379
1200 +60MB HD	439
1200 +80MB HD	469
1200 +120MB HD	509
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SPECIAL
Deskjet 500C and Starter Pack with any Amiga ONLY £285

FREE WITH ALL 1200s
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4 (top games)
OR
WORKS PLATINUM
(see Home App. Pack below)
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Wordsworth 2 AGA, Deluxe Paint 4 AGA, Oscar AGA + Dennis, Print Manager
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Limited - While Stocks Last

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Deluxe Paint III, plus 700 Clip Art pics	Create your own designs to incorporate into your AMOS progs
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OR AmigaVision	Powerful presentation and production tool

STARTER PACK

A must for new users! All you need in one value pack

WITH AMIGA **£15** | ALONE **£25**

10 blank discs	Make working copies of Workbench and other original applications discs as soon as you get them
Virus Killer	Check discs regularly, especially if sharing with friends
Mouse mat	Helps prevent dirt/dust collecting on mouse contacts

Plus Microswitched Joystick, 80 cap. lockable disc box, Dust Cover

HOT BUG GAMES PACK

The top-selling Hobbyte Hot Lot pack now includes the ultimate joystick !!!

WITH AMIGA **£44** | ALONE **£59**

"THE BUG"	The only joystick **ever** to be given a Gold rating **92% AF**, positive single-handed action, small and lovely!
10 "Hot List" Games The GREATEST!	See listing to the right for current **HOT LIST**, or phone for latest changes. Children's games available.
80 Prog. Hobbyte PD Greats Pack II 10 blank discs, mouse mat, 80 capacity lockable disc box, plus dust cover	Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every Amiga owner!

HOME APPLICATION PACK

Perfect for all Home Office needs

SPECIAL WITH AMIGA **£29** | ALONE **£49**

Virus Killer Disk,
80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'
The Works Platinum
Deluxe Paint III* with animation + 700 Clip Art pics
Digita Home Accounts
Any Two Hot List Titles

WP with UK spell chck, Thesaurus spreadsheet, 'Sideways' utility, database, graphics + comms module
Keep track of credit card and bank accounts, budgets, etc

THE HOT LIST

GREAT individually packaged games, BETTER THAN THE REST !!
(previous RRPs up to £39.99 each)
ANY 10 £29.99
Or see packs across

Thunderbirds (7yrs+) ‡ - 92% AF
Silly Putty - 90%+ lots of mags
Elf/Toki/Puzznic (counts as 2) ‡
Paperboy II ‡
Die Hard 2
Colossus Chess @
Challenge Golf
Battleships classic board game
Graeme Souness Soccer
Neighbours
Frankenstein ‡ @
Captain Planet
Silkworm Helicopter @ 93% CU
Tag Team Wrestling
Edd the Duck ‡
Stack Up ‡
Lemmings 92% AF
Round the Bend ‡
Fist Fighter
Sporting Triangles
World Cricket
Bart Simpson
Spiderman/Cptn America ‡ @
Arcade Trivia
Xenon - C+VG Game of the Month
Blade Warrior - A Power, AF, AAction superb reviews
Arnie

AWARD WINNERS
Space Ace, Kick Off, PipeMania, Populuos (counts as 2)

‡ PARTICULARLY SUITABLE FOR CHILDREN (MAY NEED HELP)
@ NOT A1200 COMPATIBLE
TITLES MAY VARY

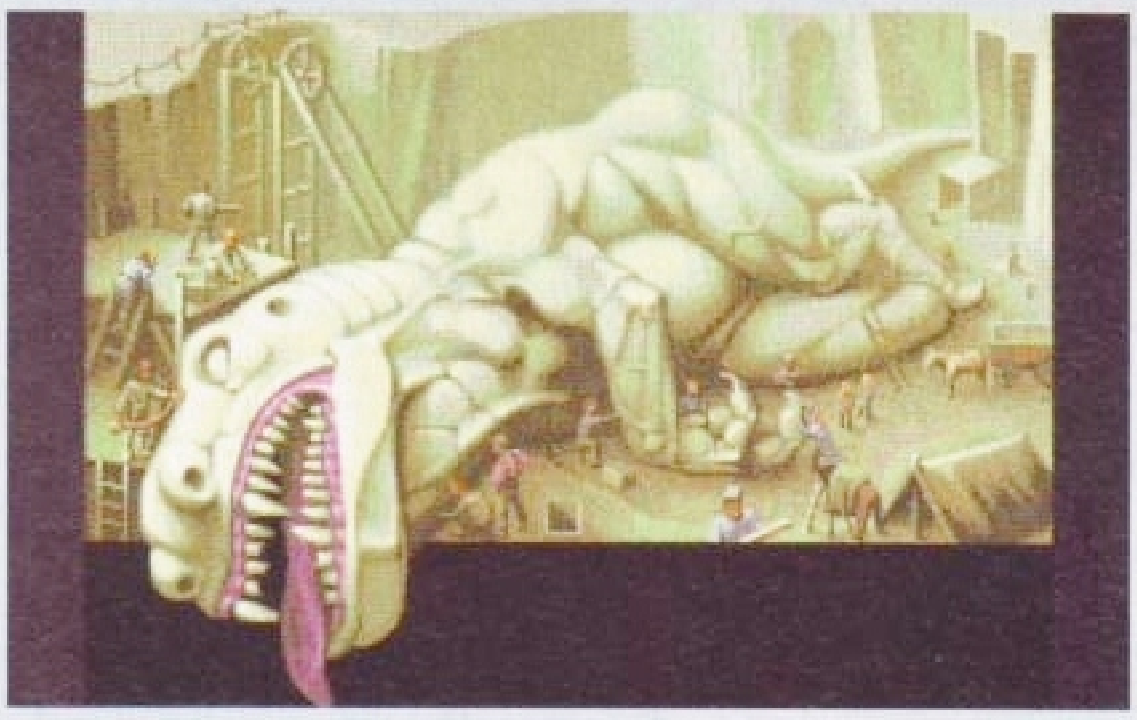
STOP PRESS! Desktop Dynamite AGA pack (see 1200 box) £69 with Amiga £79 alone

*DPIII needs 2MB for animation on HD models.

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER •



You seek momentary shelter above the killing ground, while a fierce and ferocious hulk monster stalks the perimeter.



A mighty machine overpowers its creator and embarks on a spree of mayhem and destruction – this is *The Chaos Engine.*

THE CHAOS ENGINE AGA

Already established as one of the all–time classic shoot–em–ups, *The Chaos Engine* finally gets an AGA incarnation 10 months after its initial release.

You play one of two street-fighting mercenaries sent in to destroy a crazed machine and the plethora of nasties it has unleashed. There are four worlds and 16 levels to explore, plenty of tricky puzzles to solve and the usual selection of power–ups and bonuses to collect or buy at the end of every other level.

What made the original game so brilliant was its extreme playability. A wicked two–player option, the eight–way scrolling, baddies pouring out of the walls and the pace of the action made *The Chaos Engine* one of the most addictive and thrilling Amiga games ever.

This AGA version retains all the original game's features and adds a 256–colour palette to the mix, so there's been quite a marked changed in the way the backgrounds and sprites are coloured. The hulk monsters in World Two have swapped their orange glow for a healthy pink, for example, and there's a lot texturing and shading on virtually everything else. The rest is exactly the same as the standard version and, to be honest, you're only really going to need this if you're new to the A1200 or you haven't got this fabulous game already.



Collect enough dosh during the levels and you can reward yourself with skills, energy and weapon power-ups.

Rob Mead

CHAOS ENGINE AGA



PROGRAMMERS
Bitmap Brothers

PUBLISHER
Renegade 071–481 9214

PRICE
£25.99

RELEASED
Out now

89%



The quest for the World Cup takes you to all sorts of interesting places. This could be Eastville, Bristol Rovers' old home.



It's not all about the roar of the crowd and a sweeper system. Here Soccerkid enters a mysterious underground world.

SOCCER KID AGA

The youngster with outrageous ball skills had the *AF* office purring (and not doing much work) back in September. *Soccer Kid* tells the tale of how a trophy–hoarding alien attempts to steal the World Cup. The Cup collides with a meteor and shatters, spreading the pieces across the globe. Your task is to collect the bits and get them to America in time for the World Cup Final.

Soccer Kid is basically a platform game but it's original and incredibly playable. The Kid can perform headers, overhead kicks and various other tricks to overcome the baddies which include skateboarders, Italian waiters, farm animals and Russian soldiers.

The more trick shots you perform, the more points you get at the end of the levels — if you can get there. Along the way, there are footie cards to collect (sadly no bubblegum) and these enable you to take part in bonus levels against the clock. There are loads of levels and five continents to travel across and despite being tricky, once you start, you just can't put that joystick down.

The AGA version has improved graphics and colours (which weren't half bad in the first place) and it is now hard disk installable. If you've got the original, don't bother getting this version but if you like platform games, this rubs shoulders with the *Zool* and *Yo! Joe!*. Fantastic.

Steve Bradley

SOCCER KID AGA

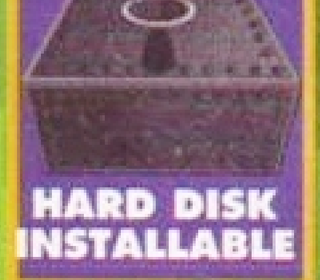


PROGRAMMERS
Neil Adamson, Nigel Little and Matt Furniss

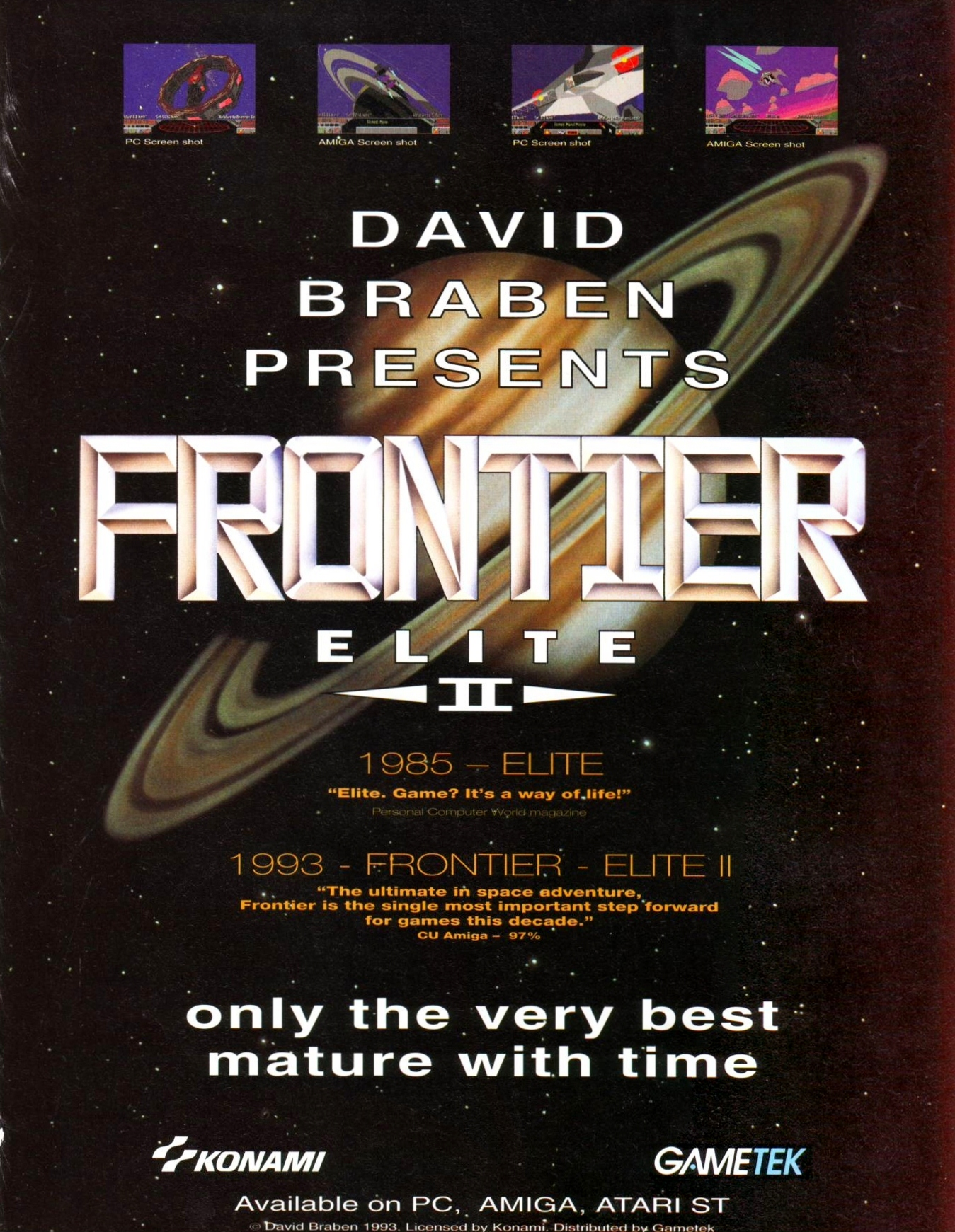
PUBLISHER
Krysalis 0709 372290

PRICE
£29.99

RELEASED
Out now



93%


PC Screen shot
AMIGA Screen shot
PC Screen shot
AMIGA Screen shot
DAVID
BRABEN
PRESENTS
FRONTIER
ELITE
II
1985 – ELITE
"Elite. Game? It's a way of life!"
Personal Computer World magazine
1993 - FRONTIER - ELITE II
"The ultimate in space adventure,
Frontier is the single most important step forward
for games this decade."
CU Amiga – 97%
only the very best
mature with time
KONAMI
GAMETEK
Available on PC, AMIGA, ATARI ST
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The flagship of the Commodore Amiga range. Based around the 68040 processor. Comes with a Hard Drive, 2+4 RAM and WB 3.0.

85 Mb version – £1899	340Mb version– £2069
130Mb version – £1919	426Mb version– £2149
200Mb version – £1939	540Mb version– £2299
250Mb version – £1979	

AMIGA A4000/030

The same specifications as it's big brother but designed around the 68030 processor. The A4000/030 comes with a Hard Drive, 1+1 RAM and WB 3.0.

(FOR 2+2 PLEASE ADD £69)

85 Mb version – £899	340Mb version– £1099
130Mb version – £969	426Mb version– £1199
200Mb version – £999	540Mb version– £1299
250Mb version – £1039	

AMIGA A1200

The A1200 sports many of the features of the A4000 series. Based around the 68020 processor with 2Mb of RAM and WB 3.0 as standard. A full range of Hard Drives are also available for the A1200.

Basic A1200 - £289	120Mb H.D version - £494
40Mb H.D version - £388	170Mb H.D version - £528
60Mb H.D version - £445	200Mb H.D version - £548
85Mb H.D version - £468	256Mb H.D version - £578



DESKTOP DYNAMITE PACK

The desktop Dynamite Pack contains 5 pieces of software written specifically for the AGA chipset, which includes DpaintAGA, WordworthAGA, Oscar and other with a total street value of over £300.
(PLEASE ADD £40 FOR DTD PACK)

GRAPHICS AND VIDEO

REAL3D 2	£378.50
ART DEPT PRO	£134.99
MORPH PLUS	£136.99
DPAINT 4 AGA	£ 66.00
DPAINT 4	£ 59.99
SCENERY ANIMATOR 4	£ 54.99
VISTA PRO 3	£ 44.99
MAKE PATH	£ 23.99
TERRAFORM	£ 23.99
SCALA MM210	£ P.O.A
SCALA MM300	£ P.O.A

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X-COPY PRO	£ 31.99
GB ROUTE PLUS	£ 32.99
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QUARTERBACK TOOLS	£ 47.50
DEV PACK 3	£ 53.99
VIDI AMIGA 12	£ 81.95
DISTANT SUNS V4.2	£ 39.99

MUSIC

STEREO MASTER	£ 29.99
BARS & PIPES PRO	£215.99
TECHNOSOUND TURBO	£ 58.50

WORD PROCESSOR & DTP

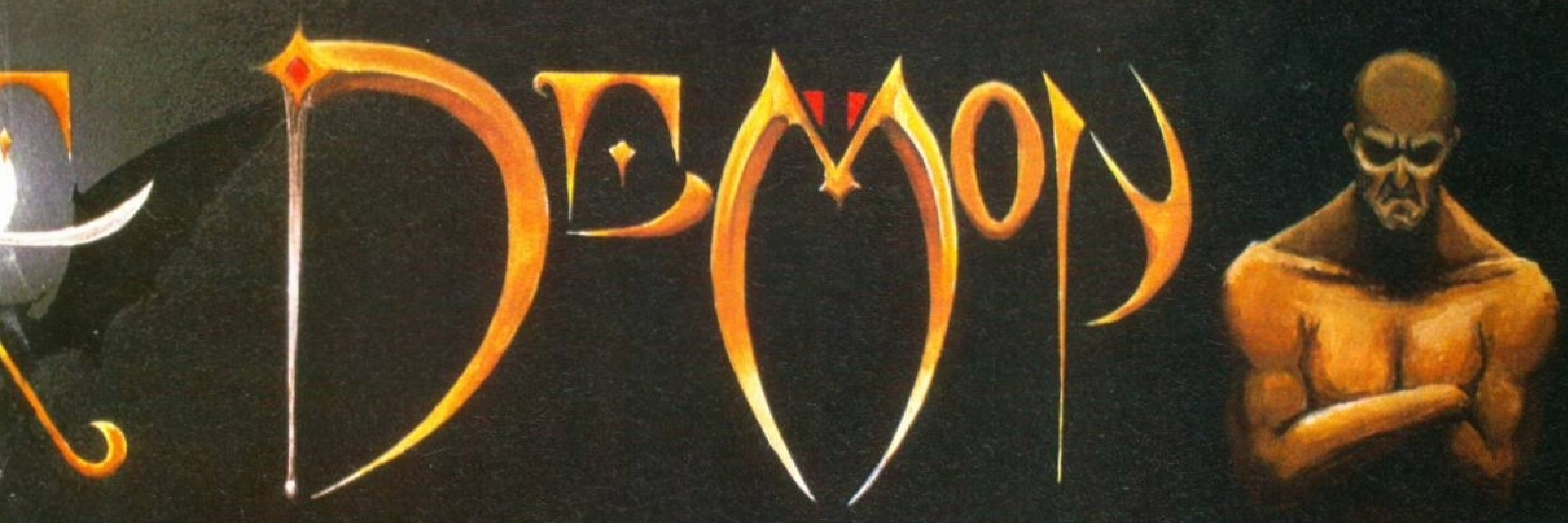
WORDWORTH 2	£78.99
FINAL COPY 2	£74.99
PENPAL	£28.95
PAGESETTER 3	£43.99
PRO DRAW V3.0	£64.99
PRO PAGE V4.0	£89.99

GAMES

CIVILISATION AGA	£ 39.00
CIVILISATION AGA UPGRADE	£ 19.00
(SEND YOUR DISKS AND DETAILS)	

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CITIZEN 240	£212.00
CITIZEN 240C	£234.00
PANASONIC	
KXP 2123 COLOUR	£210.00
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HEWLETT PACKARD	
HP 500C	£290.00
HP 510	£246.00
HP 550C	£490.00





OVERDRIVE 35

These external hard drives come in an ABS box styled to match the Amiga A1200. They plug in via the PCMCIA slot and include an external PSU so as not invalidate your Commodore warranty. Ultra fast transfer rates of up to 2Mb/sec. Full 1 year warranty, all the software needed to mount and configure the drive is included.

130Mb version –£299	340Mb version– £449
200Mb version – £349	426Mb version– £549
250Mb version – £399	540Mb version– £699

A1200 UPGRADES

GVP SCSI/RAM BOARD

This board is user fittable via the trapdoor expansion slot of the A1200. It has slots for up to 8Mb of 32bit RAM, a maths co-pro and includes a SCSI interface as standard.

0Mb / NO FPU	£179.00
4Mb RAM/33MHz FPU	£349.00
SCSI CABLE KIT	£ 59.00

GVP A1230 BOARD

Another quality trapdoor expansion for the A1200. It features a 68030 processor as standard and has slots for a maths co-pro and up to 8Mb of 32bit RAM.

0Mb / NO FPU	£269.00
4Mb RAM/40MHz FPU	£439.00

GVP ACCESSORIES

33MHz 68882 FPU	£ 99.00
40MHz 68882 FPU	£129.00
1Mb 32bit RAM	£ 64.00
4Mb 32bit RAM	£153.00

DKB RAM BOARD

This budget expansion board fits via the trapdoor. It has 2x32bit SIMM sockets for up to 8Mb of memory, a 16MHz 68881 FPU, and a battery backed clock fitted as standard.

DKB with 0Mb RAM/68881	£ 99.00
DKB with 1Mb RAM/68881	£129.00
DKB with 4Mb RAM/68881	£229.00

IDE INTERNAL HARD DRIVE KITS

These kits come complete with screws, instructions and all the software necessary to prep and configure the drive.

40Mb–£139	60Mb–£119	80Mb–£179
120Mb–£279	209Mb–£399	

A4000 UPGRADES

PHOTON (FOR A4000/030)

This board wil transform an Amiga A4000/030 into a fully fledged 040. It features a 040 CPU module with a MMU and a built-in FPU running at 25MHz.

PHOTON UPGRADE £699

HELLFIRE (FOR A4000/030)

This is a replacement CPU board for the A4000/030. It features a 50 MHz clock speed, a built in MMU and a 50 MHz 68882 FPU. Your 030 will only be 10% slower than an 040 during most operations.

HELLFIRE UPGRADE £299

DKB 128

The DKB 128 is a 0 wait state memory expansion board for the A4000 series. It has slots for up to 128Mb of 32bit RAM using SIMMS of any size. It is a true ZORRO 3 card which makes for a very fast board.

DKB BOARD (BLANK) £269 (See chips for memory)

HARD DRIVES (A1200 & A4000)

These Hard Drives can be fitted at any time by us (FOR THE A1200) or the end-user. All the necessary software is included.

85Mb – £129.00	330Mb – £299.00
130Mb – £149.00	426Mb – £369.00
200Mb – £199.00	540Mb – £399.00
250Mb – £249.00	
FITTING FEE FOR A1200 £29.00	

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4Mb SIMM	£134.00
25MHz 68882 FPU	£ 89.00
33MHz 68882 FPU + CRYSTAL	£ 99.00
40MHz 68882 FPU + CRYSTAL	£129.00

CD32 CONSOLE

This machine represents the future in home entertainment and video game play. A self-contained CD console which you can expand into a full CD based home computer. CD32 comes complete with two stunning AGA games.

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MORTAL KOMBAT

It's got more blood and guts than a butcher's apron, but can Virgin's latest gore-fest live up to the hype which surrounds it? Rob Mead girds his loins and finds out.

There's too much sex and violence in the world, apparently. Most people spend their lives trying to get as much of the first one as possible, while avoiding the second like the plague, so what's the big obsession with pummelling people to death in Amiga games? Because it's fantastic fun that's why, and *Mortal Kombat* proves to be no exception.

For the past 500 years, the evil Shang Tsung has organised a contest where the world's toughest fighters compete against each other for the grand title of Mortal Kombat Warrior. Naturally, there's none of this swords and guns nonsense, just plenty of bare-knuckle fighting and the odd decapitation to prove who's boss. As an added incentive, Shang Tsung promises to steal the soul of anyone who's defeated in combat.

You can choose to play one of seven different characters – Johnny Cage, Kano, Sub-Zero, Sonya, Raiden, Liu Kang and Scorpion – who each have their own range of special fighting skills including widely publicised Death Blows where you literally get to take your opponents to pieces. Reptile, Goro and Shang Tsung are all boss characters rippling with bone-crushing manoeuvres and evil intent. Shang Tsung even has the ability to morph into other characters when he's fighting you.



Squealing like a stuck pig you plunge horribly into The Pit and get offered a prime job as a human pin cushion.

To make the gameplay more varied you also get three difficulty levels, three endurance rounds – which enable you to pit your fighting prowess against two different opponents in the same bout – and the Mirror Match where you take on your own character in the ultimate test of your fighting skills. There are also the usual two-player options and you can choose up to six continues if you're crap. Finally, there's a sub-game after every third and fifth opponent which enables you to do a Daley Thompson-style power joystick jiggle before smacking your hand into various objects made of wood, stone and steel.



The final confrontation. You come face-to-face with the meanest, nastiest, most brutal fighter of them all – Shang Tsung, the despotic organiser behind *Mortal Kombat*.

What makes *Mortal Kombat* so different from illustrious predecessors such as *Street Fighter 2* and *Body Blows* is its realism and the controversial amount of gore on offer. While *SF2* and *Body Blows* just let you defeat your opponents, through some well-placed kicks and punches, *Mortal* implores you to kill them in the most gruesome way imaginable. You can rip out your victims' hearts and spines, roast them alive or make their heads explode.

Combine this with some fluid, digitised sprites of actors and you get one of the most gruesomely realistic beat-em-ups you've ever seen. But is it any good?

The main problem with Mortal is it looks as though everything has been sacrificed for the digitised

SEVEN SHADES OF GRISLY DEATH

Each of *Mortal Kombat*'s seven characters has a special move called the Death Blow, which is just what you need when Shang Tsung shouts "Finish him".



JOHNNY CAGE: POWER PUNCH
Stand right next to your opponent, push the joystick towards him three times, then press Fire to punch his head off.



KANO: HEART ATTACK
Push the joystick away from your opponent, then away again and press Fire and Kano tears out your enemy's heart.



RAIDEN: HEADBANG
Stand next to your opponent, push the joystick towards him, then away three times, press Fire for a head explosion.



LIU KANG: HELICOPTER SPIN KICK
Push the joystick down, away from your opponent, then towards him and down again to perform this special move.



SCORPION: HELLFIRE
Stand a little away from an opponent. Push the joystick down twice, press Fire. A ball of flame reduces them to bones.



SUB-ZERO: HEADPIECE
Push the joystick towards an opponent, down towards him and press Fire. You reach out and remove their head.



SONYA BLADE: KISS OF DEATH
Make Sonya blow a deadly kiss by pushing the joystick towards an opponent twice, away twice and pressing Fire.



He's big, he's bad and he's going to squeeze the living daylights out of you. Goro is Shang-Tsung's four-armed side-kick and one heck of an opponent.

sprites. The five (count 'em) different backgrounds look extremely cheesy, often with blocks of colour where there should be a tasty spot of parallax scrolling or animation... anything to make it more interesting. The overall effect is that the game lacks atmosphere and feels cheap. You could almost be playing a C64 game rather than marvelling at the graphical capabilities of the Amiga.

" What makes *Mortal Kombat* so different is its realism and the amount of gore. "

Unfortunately, this lack of attention to detail also spills over into the gameplay. By faithfully reproducing the coin-op, the programmers have given each character over 24 different moves. This inevitably means that, like *Body Blows Galactic*, the joystick controls are vague and there's a lot of frantic waggling as you try to find the right move to attack your opponent with. This is



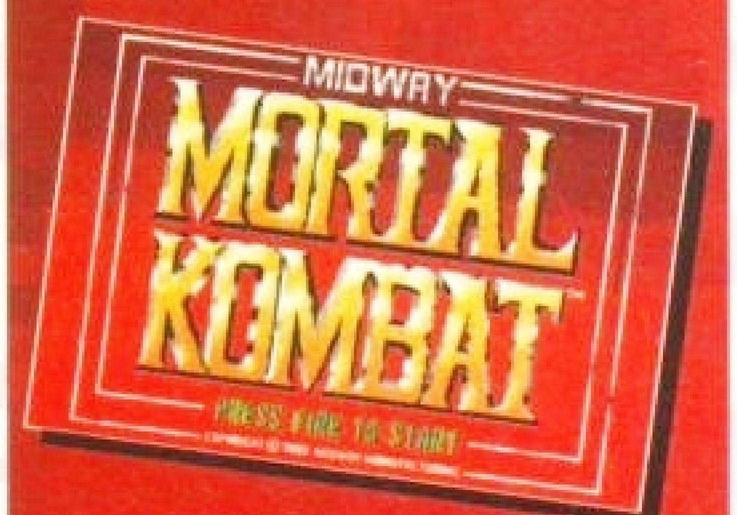
Reptile is one of *Mortal*'s three boss characters. Problem is he's hard to beat and even harder to track down.

OK when you fight your pals, but frustrating when you take on the trickier Amiga-controlled adversaries.

Despite the overwhelming possibility of moves, you soon discover the same couple of punches and sweeping kicks can be used to sap your opponent's strength. You also don't get the same variety of moves across different characters. They all seem to do the same kicks and punches and even the special moves are remarkably similar. *Mortal*'s characters just don't have enough personality to pull you in.

Rob Mead

MORTAL KOMBAT



PROGRAMMERS
Probe Software

PUBLISHER
Virgin 081-960 2255

PRICE
£25.99

RELEASED
Out now

GRAPHICS
Fluid, digitised sprites, but the lacklustre backgrounds make it look tacky.

SOUND
Good range of musical backdrops. The sound effects can be gruesome.

ADDICTION
Despite its tacky feel you want to keep playing in spite of yourself.

PLAYABILITY
Joystick controls are vague. Even the grisly bits can't distract from a lack of finesse.

VERDICT

" Strip away the blood and guts, and you're left with a very average beat-em-up that owes more to *Pit Fighter* than *Body Blows* or *Street Fighter*. "

74%



The state of the *Global Domination* battlefield in Northern Europe where the arms race seems to be going into overdrive. The bigger the bullet, the better you are.

GLOBAL DOMINATION

Nobody likes a loser – ask Graham Taylor. The history of the world is written by those who have the conviction to win and you can take your place among them with Impressions' latest strategy sim.

Global Domination enables you and up to four human or Amiga–controlled opponents to take part in a monumental struggle for power where cunning, brute force and management of scarce resources play an equal part.



The world's most charismatic leaders line up to take a pot shot at global domination. What will you do to win?

Each player is given a limited amount of territory at the beginning of the game and you have expand your empire into neutral and occupied zones, grinding down your opponents to the point where they completely disappear.

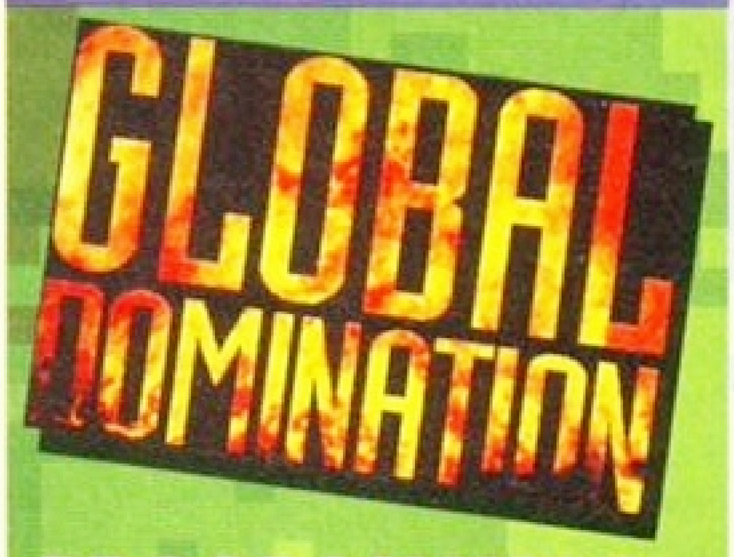
This game comes across as a less sophisticated incarnation of *Civilization*. The technical advances and people management elements have been dispensed with in favour of some straightforward conquering, and it all works jolly well too. The icon–driven control system is easy to use and you're soon taking on the likes of Napoleon, Genghis Khan and Queen Victoria at their own Empire-building game.

There are plenty of random elements – such as revolutions and surprise attacks – to keep the gameplay interesting and there are lots of difficulty, world-creation and even modem options to keep the most avid wargamer hooked for weeks.

You don't expect fancy graphics in a game like this and, sure enough, you don't really get any, but there are some neat sound samples and a stirring Wagnerian soundtrack to draw you in. This emerges as one of Impressions' most playable and addictive games yet, but at £34.99 it is overpriced.

Rob Mead

GLOBAL DOMINATION



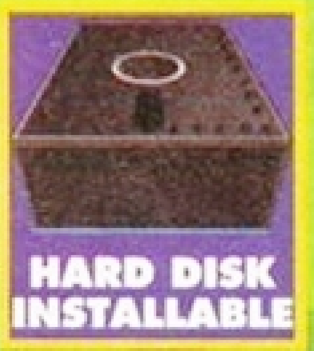
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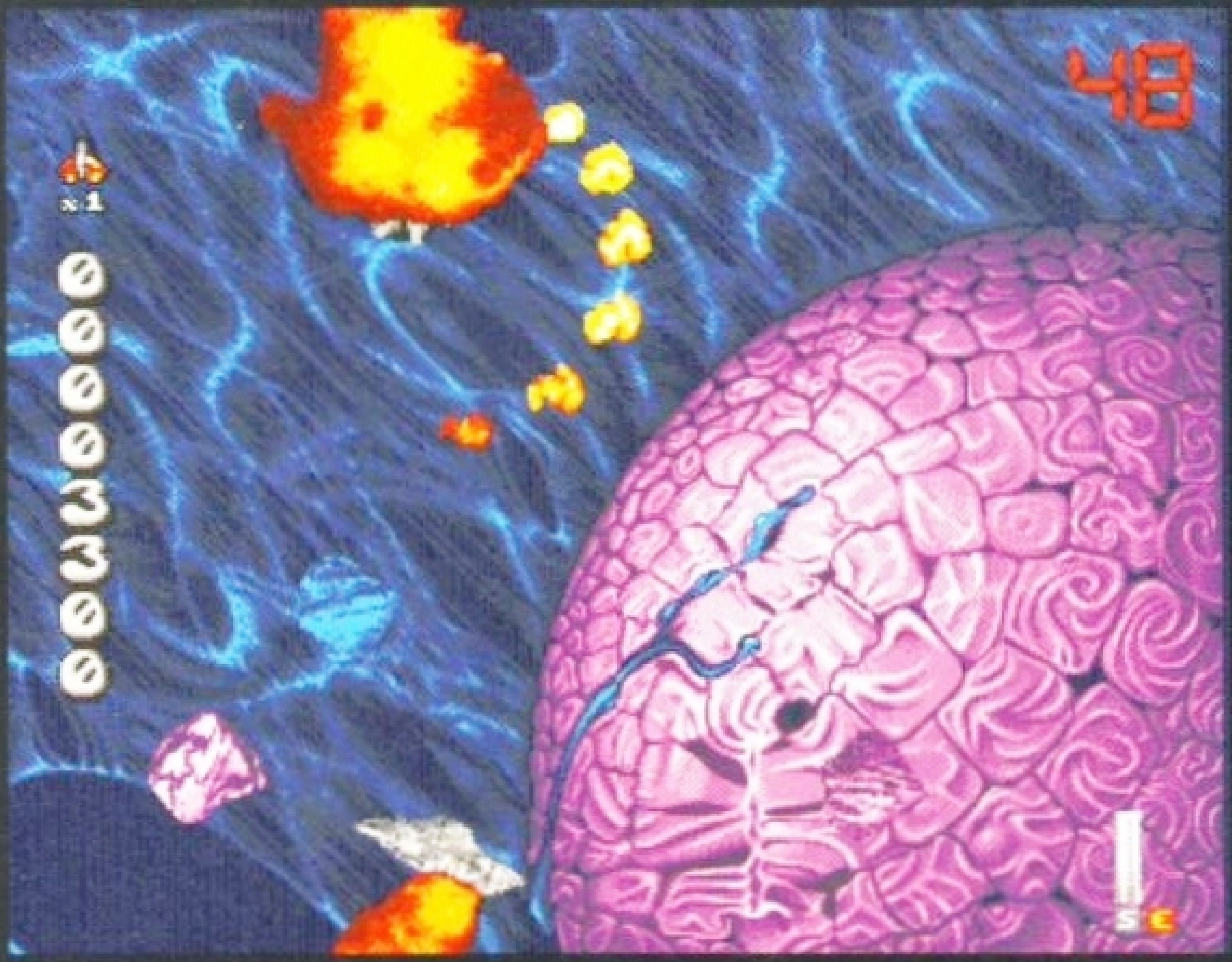
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Warning: If you try to destroy the fire-belching alien death spawn space ship by running into it you will be destroyed. But what a pretty explosion it makes.



Here's where you plan your attack on the vicious alien meteors from hell.



This screen warns you of the horrors which lie in the tunnel section.

STARDUST

Anyone here fancy a quick game of *Asteroids*?" I asked in a rare moment of extreme boredom.

"No!" screamed the rest of the team, "you're so bloody nineteen seventies."

I skulked about some more, kicked the filing cabinet a few times, wondering what it was that made that peculiar rattling noise (they had lost the key several years ago, about the same time they last saw Blinky, the cat) then delved into my bag (a rather cool Gordon and Smith rucksack, nothing girly). I re-emerged a few seconds later bearing a bundle of floppy disks.

"All right then. Anybody here want to play this fab new full-colour, ray-traced, parallax-scrolling space shoot-em-up with dozens of action-packed levels, mind-blowing sound effects and the best explosions I've ever seen in any computer game?"

Barely had I finished speaking when I was submerged beneath an avalanche of team members wielding joysticks, and shouting "Baggsy me first."

A hushed silence fell over the team as the disks were inserted and a rather *Star Wars* intro revealed the story line. We didn't pay any attention to it, nobody ever does. It did go on a bit though. Then came the scrolly starfield bit.

"Looks like a PD demo to me," muttered one or two of the team.



The gorgeous tunnel section is also the very pretty and difficult tunnel section.

"That's because it's a Bloodhouse game, and they were part of the Silents demo crew," I explained. Next up, a request for disk two. But it did say 'in any drive' so second drive owners won't have to keep swapping.



Points pick-ups are no help, you need guns and engines and shields.

I snapped disk two out of the elastic band, and into the drive. A flash intro filled the screen. As the game controls, and credits rolled over the top, the team prepared themselves for... *Stardust*.

The first player grasped their joystick, hit the fire button and was presented with a comprehensive options screen. Preferences set, the fire button was pressed once more, and they were playing.

"Wow, that's good!" was the first reaction, and that was just to the level select screen, a tasty pencil and graph paper sketch affair.

"Great graphics," was the next exclamation, as the game screen appeared.

"It's a bit slow, the light-sourced ship isn't fast enough, this gun's a bit weedy," they continued.

"Collect the power up that says G for a more powerful weapon, and E for better engines," I advised.

"That's better," they agreed, relaxing as their now altogether more powerful ship completed another level.

"Whoa! What's this?"

"That's the superb into the screen shoot-em-up bonus section," I replied helpfully.

But they weren't listening.

Instead they were thrusting this way and that, trying to avoid the huge meteors powering towards their small, but exquisitely-rendered, ship. And as they destroyed the rogue boulders, they scuttled round trying to collect the shiny gold power-ups that improved their defence.

I smiled quietly to myself. If only they could see themselves now, having the times of their lives. Playing *Asteroids*.

Marcus Dyson AF

STARDUST



PROGRAMMERS
Bloodhouse

PUBLISHER
Daze Marketing

PRICE
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RELEASED
Out now

NEEDS 1 MEG

HARD DISK VERSION TO FOLLOW

GRAPHICS
Amazing. The ship is light-sourced, and the explosions are the best we've seen.

SOUND
An annoying tune. Nice sound effects, and cool voice effects after pick-ups.

ADDICTION
It will hook you at first. But how much lasting appeal has *Asteroids* really got?

PLAYABILITY
Great control and pixel-perfect collision detection. It's a stormer.

VERDICT

" *Stardust* is polished till it shines. *Asteroids* has never looked so good, or played so well. Keep an eye on Bloodhouse, they really have got a lot of talent. "

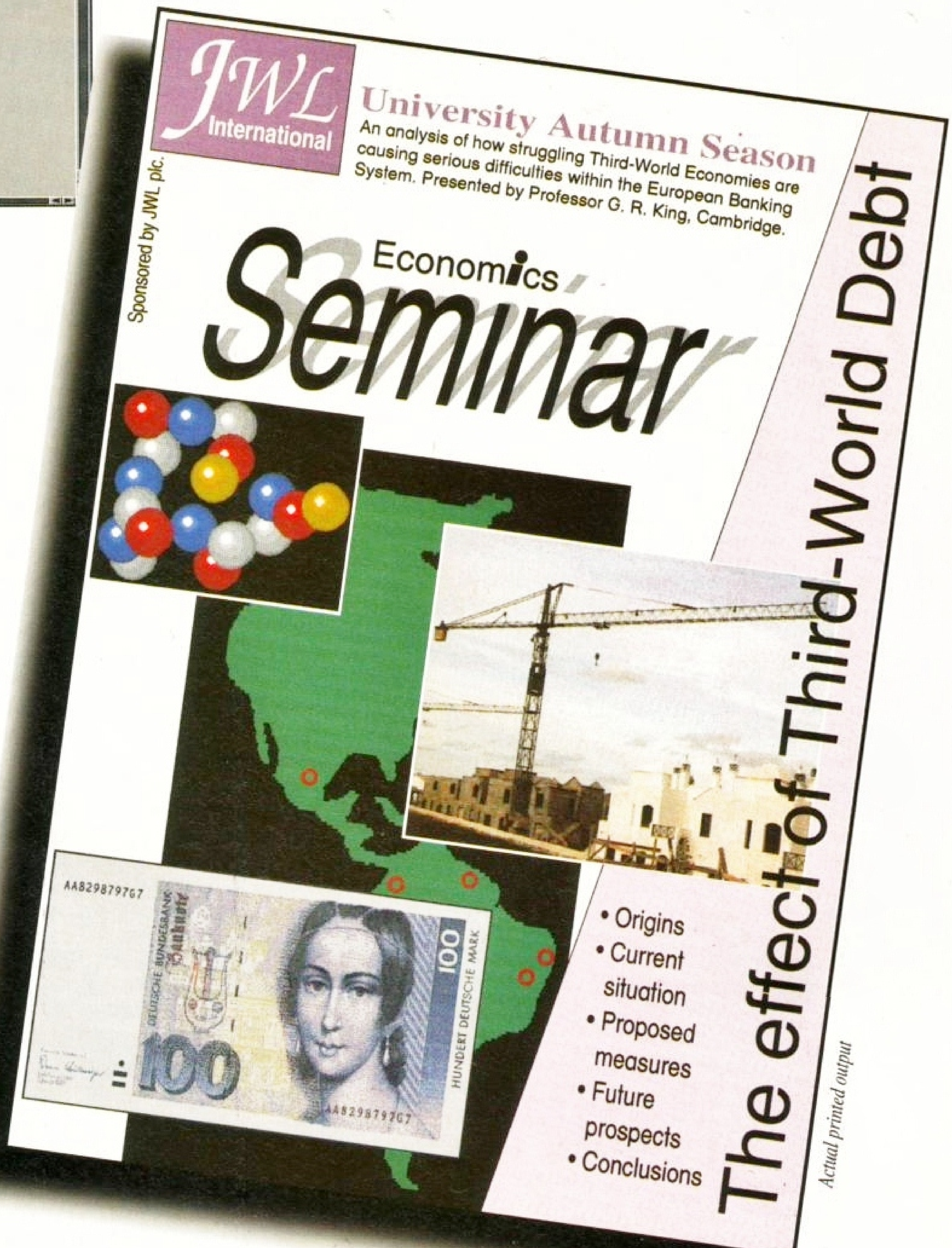
88%

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...or Can You?

Ho-hum, another day, another shoot-em-up. But wait, there's something very different about *Disposable Hero*. In fact, there are two things very different about it. The first is that it looks gorgeous and the second is that it is incredibly difficult.

"Ha!" I hear you snort. "We're seasoned veterans, we've tangled with every plasma-death-spitting alien in the galaxy, and you want to know the problem with shoot-em-ups? They're just too damn easy."



This scaly monster from the deep is just one of the many hazards you'll encounter on the under water level. When all else fails you could try reasoning with the beast.

DISPOSABLE HERO



All manner of mayhem awaits you if you make it as far as this wasted lunar landscape. Another level, another stubborn baddie.



Get through the teeth if you can. When you reach the other side, you'll get a warm welcome from a fiery-breathed insectoid.

Well, it's an oft-heard complaint that many shoot-em-ups aren't challenging enough , but *Disposable Hero* is truly difficult. The bad news is that it's too difficult. And don't just take my word for it, everybody in the office who picked up the joystick came to the same conclusion: *Disposable Hero* looks great, but it's ridiculously tricky.

If you were to draw *Disposable Hero*'s family tree, somewhere in the roots you would find *Xenon 2. Disposable Hero* puts you in control of a spacecraft which you must steer past various bad things, and blast your way past some stubborn end-of and mid-level meanies.

The *Xenon 2* influence is most pronounced in the 'shop' element of the game in which you collect various engine and weapon power-ups, by finding the blueprints on your travels. These power-ups are built in a factory, and when they are ready, you collect them by landing on a blue factory dome.

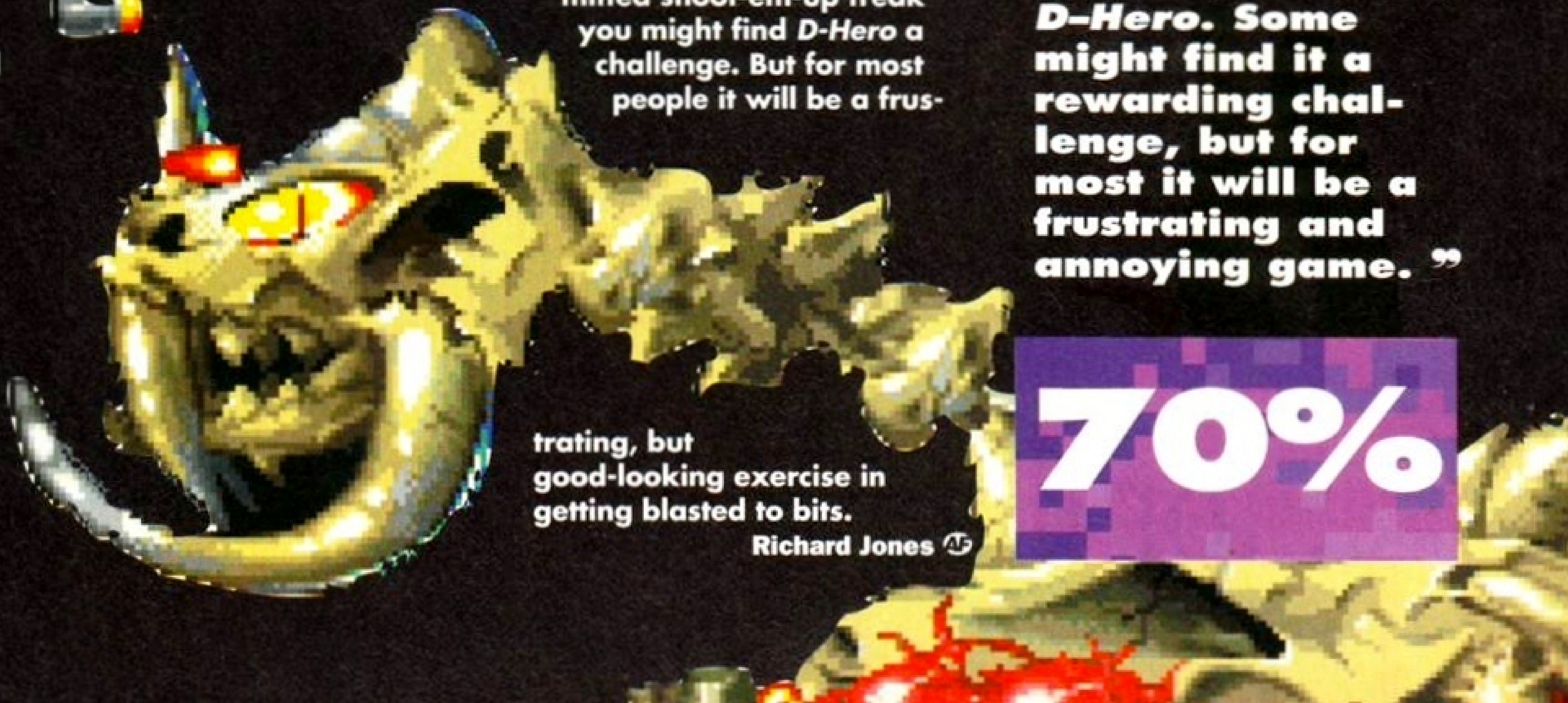
The six levels are full of adversaries of a flying, fishy, futuristic, and demonic nature and it's all stunningly well drawn. The ship is easy enough to control, but it can be a pain not being able to reverse. The collision detection is reasonable, and the factory element well-constructed.

Oh, by the way, the reason for all this blasting is that the Free World has been ravaged by warfare and you have been chosen to penetrate alien strongholds and return with the blueprints that will help rebuild its technology.

All the plus factors about *Disposable Hero* would normally see it heading towards an *Amiga Format* rating of the mid to high Eighties, but even with a fully tooled-up ship, it's too difficult. Lightning reactions count for little and too often the game comes down to relentless pounding, which doesn't make for good gameplay, no matter how strong the graphics are.

If you are a seriously committed shoot-em-up freak you might find *D-Hero* a challenge. But for most people it will be a frustrating, but good-looking exercise in getting blasted to bits.

Richard Jones



DISPOSABLE HERO



PROGRAMMERS
Mario Van Zeist

PUBLISHER
Gremlin Graphics
0742 753423

PRICE
£25.99

RELEASED
Out now

NEEDS 1 MEG

GRAPHICS
The truly excellent backdrops, add immensely to the game's style.

SOUND
Unobtrusive background sound. Reasonable blasting and zapping effects.

ADDICTION
Like nouvelle cuisine, *D-Hero* looks great, but it won't satisfy your hunger.

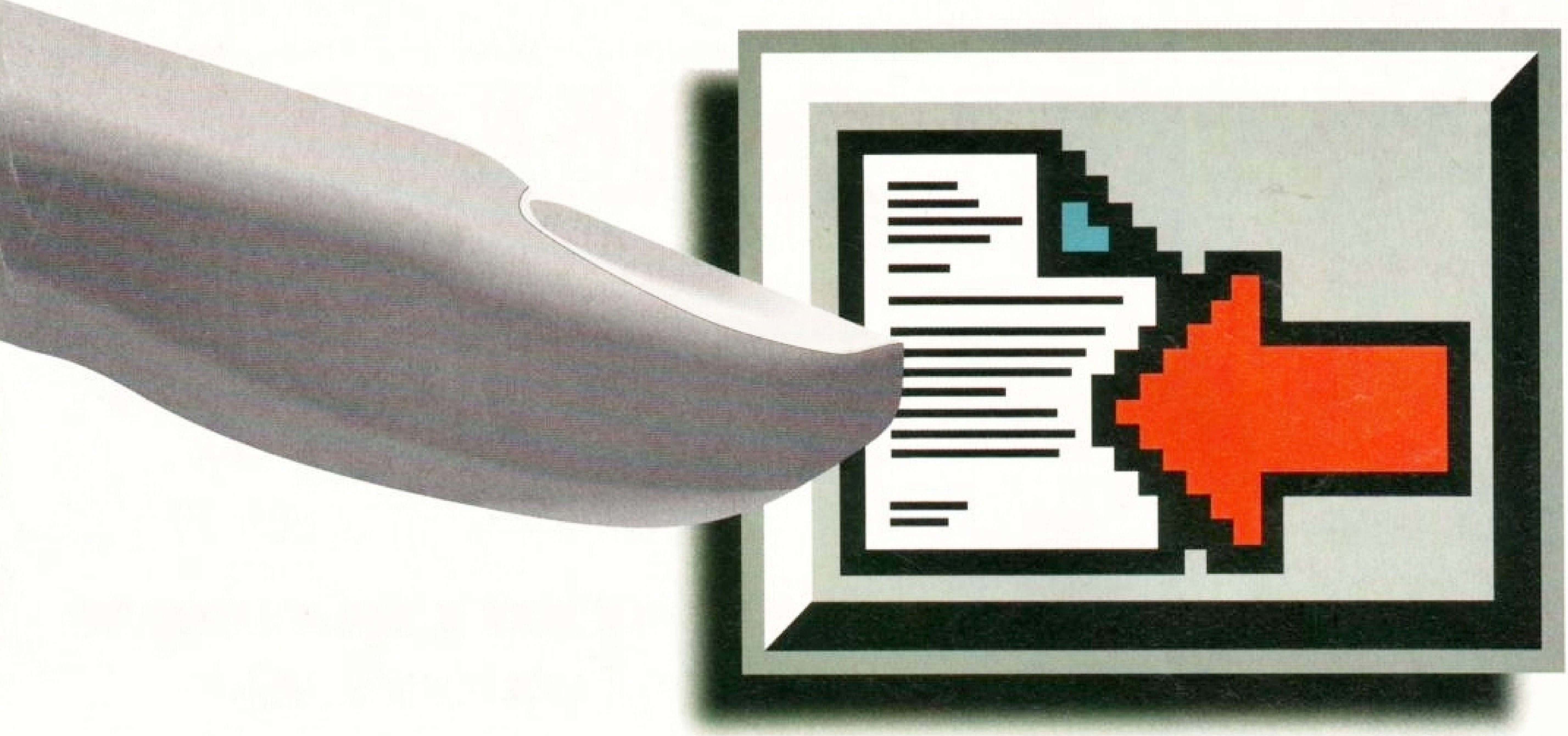
PLAYABILITY
D-Hero is too difficult, and that's as big a turn off as a game being too easy.

VERDICT

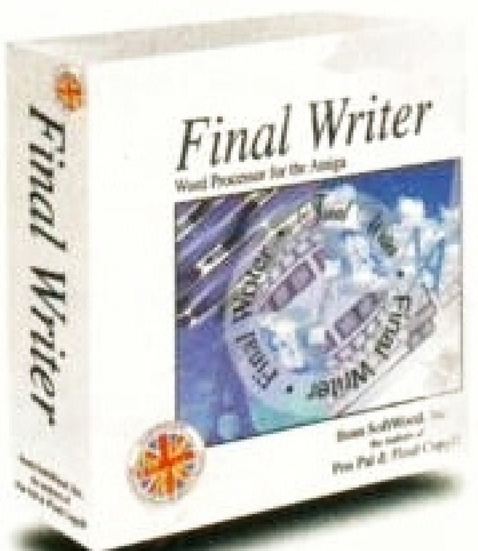
"If you think shoot-em-ups are too easy, then try *D-Hero*. Some might find it a rewarding challenge, but for most it will be a frustrating and annoying game."

70%

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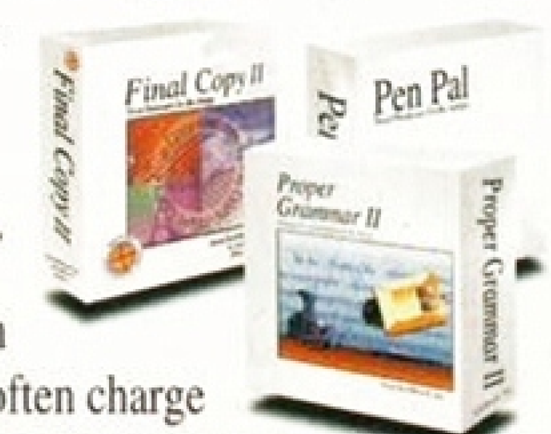
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The Mental Blockage level, those balls on chains swing fiendishly. Avoid them!

ZOOL2

What the hell would anyone want another *Zool* for? I mean, when you've got one ultra-fast scrolling, colourful-as-a-very-colourful-thing platform blast, what more could you want? Especially when the first one scored a massive 95 per cent.

Now, back when I gave *Zool* that huge score, putting it in the stratosphere of the *AF* scoring range along with a mere handful of other games that got so close to (but still so far away from) the perfect score, some people complained. They questioned my sanity, but the bloke in the white coat who checked me out proved to be even more insane than I was, especially after I showed him *Zool*!



Eat my words

I'm a confirmed platform freak. But I've been playing so much *Hired Guns* and *Cannon Fodder* recently that I thought maybe *Zool2* wouldn't thrill me in quite the same way as its illustrious predecessor did.

Hey! I can admit it. I was wrong. I was very, very, very wrong. *Zool2* takes everything that was great about the first game and retains it. It takes everything that was merely very good about the first game, and improves on it. Then it takes a few things that weren't even in the first game, casts them into the melting pot, stirs the mixture well, leaves it for a while, and then whips off the lid to reveal the best platformer yet.



"Hmmmm! That wall collapses when I shoot it! It conceals a hidden mega bonus, I'll be bound" Zooz discovers hidden points. Oh, and that egg's a trampoline, by the way.

If there is a criticism that can be levelled at the original *Zool*, it is lack of depth to the gameplay. *Zool* simply isn't a platform puzzler. It's a straight ahead romp. Start at the beginning of the level and rush to the end, bopping baddies and gathering goodies on the way. Beat the clock, don't lose a life and you're laughing. So, what's changed? Well for those of you who are not intimately acquainted with the first game, it featured a ninja alien from the 'n'th dimension. Don't believe anyone who tells you he was an ant, because he wasn't!

" This really is the game to make people forget about that damned hedgehog "

Gurly on board

This time round Zool has a buddy, or should that be buddess? Anyway, the female of his species has joined him to help tromp the nasties.

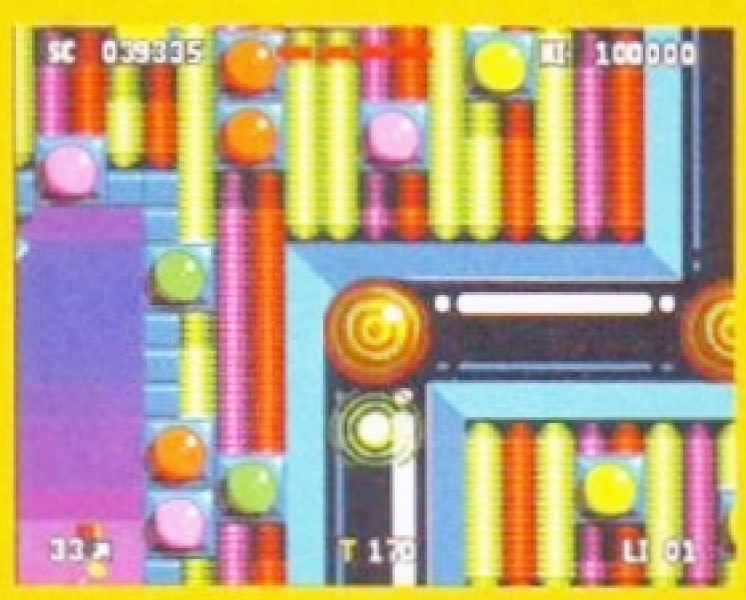
The action takes place on six more graphically-themed worlds, and you can choose to play either Zool, or his alien gurlfriend, Zooz. The levels are more involved than last time, and each has more than one route to the end. Which way you go about completing the level depends on which of the characters you are playing, because each has different abilities, which



Can I use the dicing with death pun again (No – Ed). Wait a minute, I am the Ed! Zool stops for a quick game of snakes and adders.



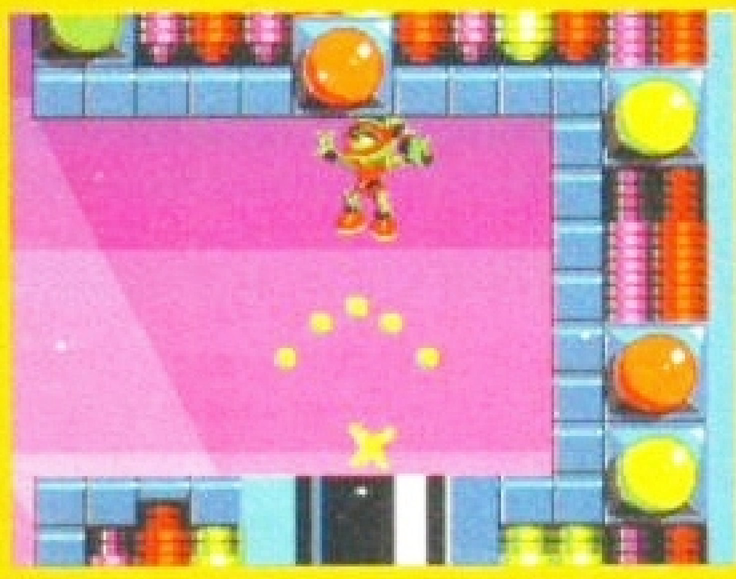
Collapsing bridges: what a staple of platform games. *Zool 2*'s don't just collapse, they explode as well.


All good platform games have fast out-of-control tube sections these days.





Ah, so that's why this level is called Swan Lake. Goosey goosey gander.



Zooz emerges from a *Sonic 2*–like tube section in a ninja alienette explosion.



The fantastic King Tut level of *Zool 2* has a distinctly Egyptian theme.

open up different routes.

Zooz, for instance, can jump and spin, in a similar way to Zool himself. But when she lands she can penetrate some floor areas, giving her access to lower levels that Zool may not be able to reach. Zool has some nifty new moves too, including a killer backspin he activates by kicking off a vertical surface. One big improvement is that Zool and Zooz can both climb up most (but not all) vertical surfaces, rather than having to jump up as in the first game.

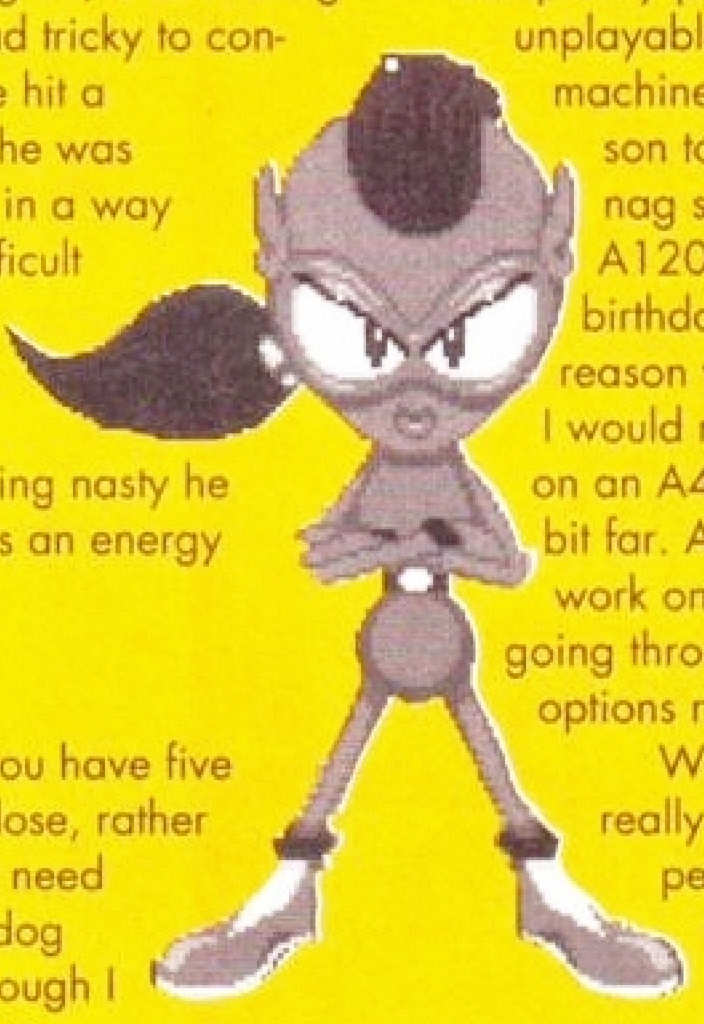
This was by far the most annoying aspect of the original *Zool*, because getting Zool to ascend the walls by bouncing off, and sticking back on was a tad tricky to control, and when he hit a Chocolate Spiky he was flung off the wall in a way that was most difficult to handle. Now if Zool (or Zooz) crawls past any kind of wall-clinging nasty he (or she) just incurs an energy penalty.



On the Eectric Ladyland level Zooz (or Zool) can walk on light beams. Cool!

In a spin

This time round you have five energy points to lose, rather than three. You'll need 'em! Throw in a dog called Zoon (although I can't find him), two baddies called Krool (Cruel, geddit?) and Mental Block, a *Sonic 2* like tube section, the world's best-selling lollipop, and three different difficulty levels, and you end up with the year's best platformer – for the second year in succession.



There is some slowdown on an A500/600, but on an A1200 this game is fast, smooth-scrolling and completely jerk-free. It's not unplayable on a pre-AGA machine, but it is one good reason to dump that A500 and nag someone to get you an A1200 for Christmas, your birthday or any other good reason you can come up with. I would recommend playing it on an A4000, but that's going a bit far. And anyway, it doesn't work on an A4000 without going through all that pesky boot options rigmarole first.

Well done Gremlin, this really is the game to make people forget all about that damned hedgehog (whatsisname?). *Zool 2* is faster and franticer (™ Made-up-Words-R-Us!) than any Amiga game ever seen.

Did I mention that I like this game? Because I do! I am supposed to go on holiday tomorrow, but I don't want to, I want to stay here and play *Zool 2*. When, oh when, are Commodore going to come up with a portable Amiga?

Turn on, boot up, freak out!

Marcus Dyson



As she lands from a spin, Zooz busts her way through weakened floors to reach areas of the levels that are out of bounds for Zool.



This accurate scale diagram of a helical spring was created using *XCAD 3000* by the ubiquitous Mr Patrick Pending.

ZOOL 2



PROGRAMMERS
George Allen and Ade Carless

PUBLISHER
Gremlin Graphics
0742 753423

PRICE
£25.99

RELEASED
Out now

GRAPHICS

I was playing this on a 600 and someone asked me if it was the AGA version.

SOUND

The sound effects are great. The music is just like any other platformer. Turn it off.

ADDICTION

Don't touch that joystick, keep away from my Amiga, put those disks down.

PLAYABILITY

I am gobsmacked, how could they do this? how could they improve *Zool*?

VERDICT

“ This game is quite simply stunning. *Zool 2* is playable, and addictive, fast and fun. In fact, it really is the perfect successor to the original. Don't miss it! ”

93%

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VERSION

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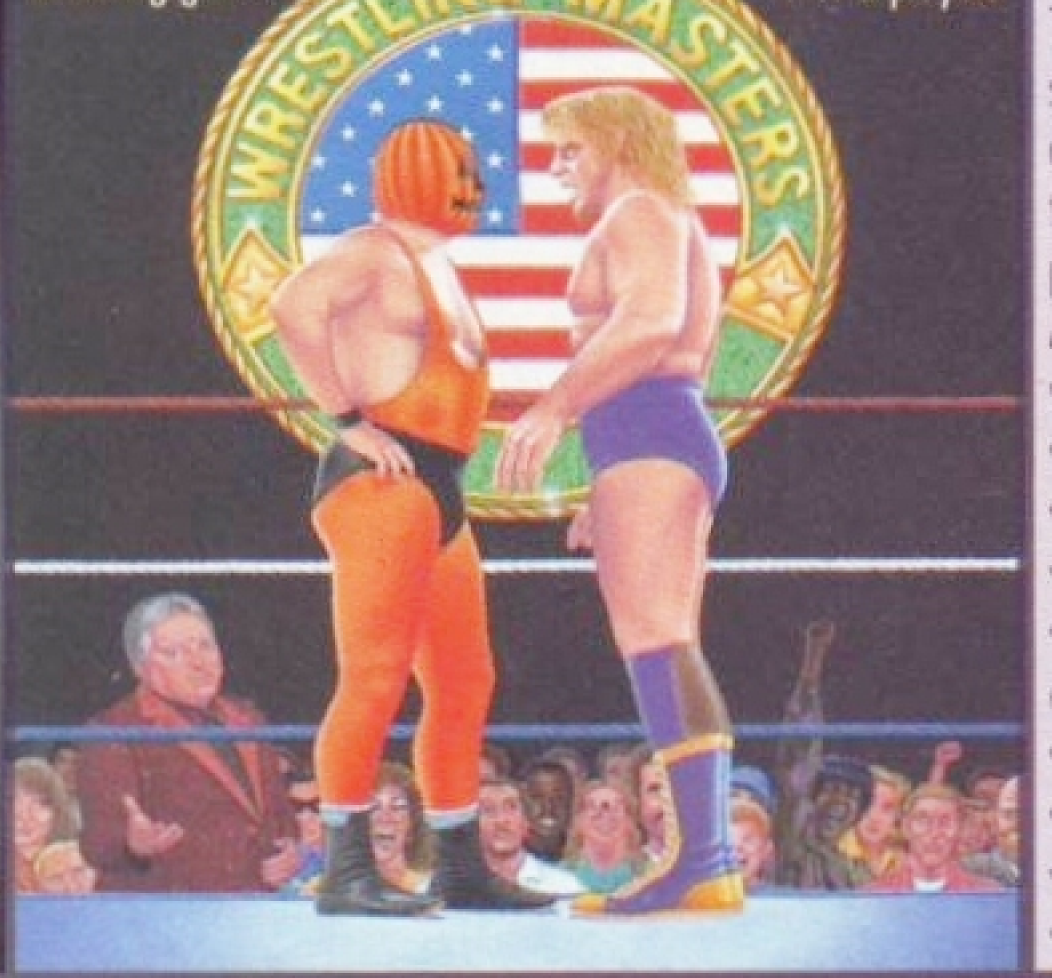
Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.
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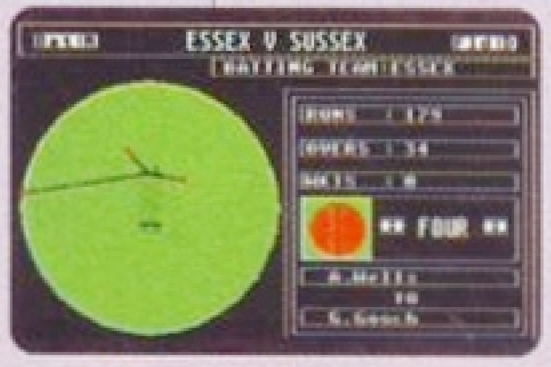
Joystick or Mouse. 1 or 2 players



CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.
A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.



- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.
Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.
To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby
To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
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Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.
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User Friendly : No racing knowledge required, easy to use, tutorial book.
Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.
Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.
Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-



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- 1 Day limited overs or test.
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FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
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FURY OF THE FURRIES

Welcome back to platform land, genre fans. I'd like to leap straight into this review by giving you a quote from off the back of the box. It paints a particularly vivid picture and quite brilliantly manages to convey what this game's about . OK, here we go. Hold tight:

"During the unsuccessful voyage of the rebel Tinies to the Earth, an evil Tiny had captured the king and got hold of the marvellous machine, turning Slumph into a planet of terror!" Awesome isn't it? I could hardly wait to tear the cellophane off the box after reading that.



The courageous green Furry is trying its best to get past a particularly tough slug thing. One slip and the Furry will be just the right size for a toilet seat cover.



Fury of the Furries (please, who thinks up these titles) is a *Lemmings* style puzzle game. You get kitted out with a Furry which can transform itself into four different varieties, each possessing a different talent. Using these little troopers you've got to battle your way through various levels to reach the castle where the king is being held.

In order to complete a level you have to make the fullest use of your four Furries. They can all walk and run on solid surfaces and push objects, but the yellow one can throw fireballs, the blue one can swim underwater, the green one can throw out a line and swing from it and the red one can eat its way through rock.

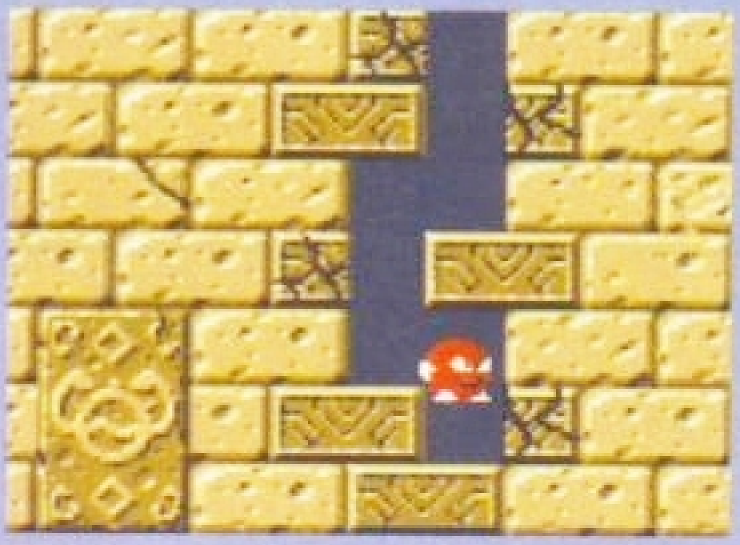
Death by motion

You get the gist yeah? Good. So how does it play? Well for starters, it's got one of those almightily annoying inertia systems. Set your Furry in motion and it will rebound, bounce, brush and skid off every single obstacle in its path. Attempt to bring it to a quick halt and you'll fail. They've got about the same stopping distance as an oil tanker.

This kind of inertia means that when you die, you tend to blame it completely on the game. As frantically as you wrestle with the joystick the little blighter inevitably skids off the platform and on to a spike.



This cactus is a particularly unforgiving lump of vegetation. Simply brush into it and you will lose a valuable life.



Your red Furry can zing its way happily through any amount of rock. I'd hate to see its dental bill though.

The game isn't without its high points though. The best of the Furries is the rope-throwing green one. Learn how to control this chappie properly and you'll soon be swinging Tarzan-like along the levels quicker than Ron Ely with the trots.

The levels get jolly hard, jolly quickly. Even the tame introductory screens can give you a lot of grief. As soon as you get into the game proper, however, you realise that this is the most unforgiving game since Beelzebub's Big Day Out. Once again, it's that inertia which screws it all up. No matter how well you think you've got a section sussed, it will still manage to screw up your gameplan completely.

The other big problem with the game is the transformation process. In order to change the abilities of your Furry you have to pull down on the joystick, click left or right to choose the new one and then press up on the joystick. I've got two problems with this. Firstly it takes too long to transform, giving nasties plenty of time to creep up on you. Secondly you often end up transforming by mistake, one minute you're happily eating your way through some rock and the next you inadvertently transform and end up losing a life. It's really not very nice.

Sumptuous and cute

As with all these games, the graphics are sumptuous and the sounds sickeningly cute. If I have any complaints about the graphics, it's that the sprites are too small, it's too easy to lose them on the screen, especially when you're using one that's the same colour as the vegetation.



The blue Furry has the ability to swim under water, firing air bubbles at any nasties that happen to be in the vicinity.

Still, some people positively enjoy hard games like this. And who am I to criticise them for it? However, I do not want to meet the challenge, I do not want to rise up against the odds and I most certainly do not want to climb that mountain just because it's there.

Nope, downright stubborn games like this you can keep. They're not good for your blood pressure, your joystick or your cat.

Richard Jones

FURY OF THE FURRIES



PROGRAMMERS
Sébastian Wloch and Cyrille Fontaine.

PUBLISHER
Kalisto/Mindscape
0444 246333

PRICE
£29.99

RELEASED
Out now



GRAPHICS (1–10)
Colourful, detailed and smooth. Shame the sprites are so small though.

SOUND (1–10)
The usual twee soundtrack. Somebody should get themselves a set of new samples.

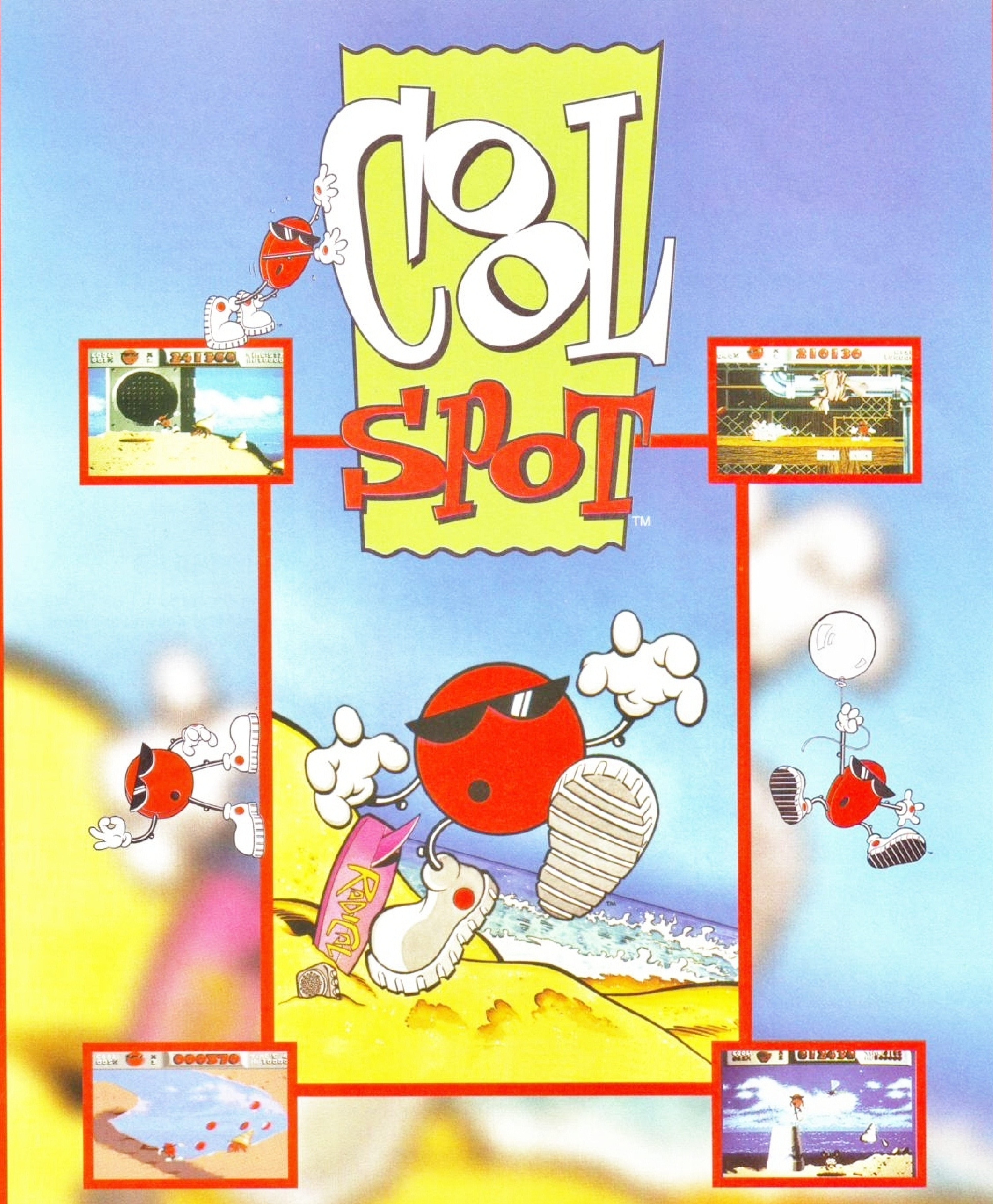
ADDICTION (1–10)
Quite the opposite actually. It made me throw an A1200 out of the window.

PLAYABILITY (1–10)
There's the rub. If it wasn't quite so unforgiving, it would be great.

VERDICT

"A rather curious *Lemmings*-style game which is badly let down by its particularly unforgiving control system and possibly the worst plot since *Jurassic Park* (the film)."

55%



NO WAY! Your Cool SPOT chums are locked away! YES WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

Virgin

SCREENSHOTS MAY BE FROM A DIFFERENT VERSION



THREE STEPS TO... AN AMIGA BUNDLE!

1. How much memory does the Amiga 1200 have as standard?
a) One megabyte
b) Four megabytes
c) Two megabytes

2. What processor does the Amiga 1200 have?
a) 68030
b) 68020
c) 68080

3. Which tabloid newspaper does the game Snapperazzi depict?
a) The Sun
b) The Daily Mirror
c) The Daily Star

THE RULES

1. No employee of Leaf UK Ltd, makers of Fizzy Chewits or Future Publishing may enter.

2. All entries must reach Future Publishing by 1 February 1994.

3. The winners and runners up will be decided by *Amiga Format*, and the judge's decision is final.

4. No cash or alternative prizes can be offered.

WIN! THREE A1200s

with Fizzy Chewits and Snapperazzi

Now, if you were one of those incredibly lucky people who ended up unwrapping an Amiga 1200 as a Christmas present, then you can stop here. But for those of you who are still waiting patiently, here's a chance for you to get one for free off your own back.



Fizzy Chewits, sponsors of the *Snapperazzi* platform game from Alternative Software, have given *Amiga Format* three A1200s to give away to our readers. And you don't just get a great machine – bundled with each of the Amigas are a joystick and a copy of the games *Snapperazzi, Nigel Mansell's Grand Prix* and *Trolls* – an excellent prize, worth more than £300 each, for the three winners.

Twelve runners-up will not go empty handed, either because we have also got runners-up prizes of a copy of the *Snapperazzi* game. Not only are Fizzy Chewits sponsors of the game, but they form part of the storyline of it. And because of their involvement, the game's retail price has been reduced from £25.99 to £19.99

What you have to do

We would be mad to just give away these excellent prizes to you, so we are going to make you work for them first. But not being too sadistic, the questions you have to answer aren't really that difficult – see the panel above, right.

Once you've worked out your answers, put them down on the back of a postcard or a sealed envelope, and don't forget to include your name and address on there too.

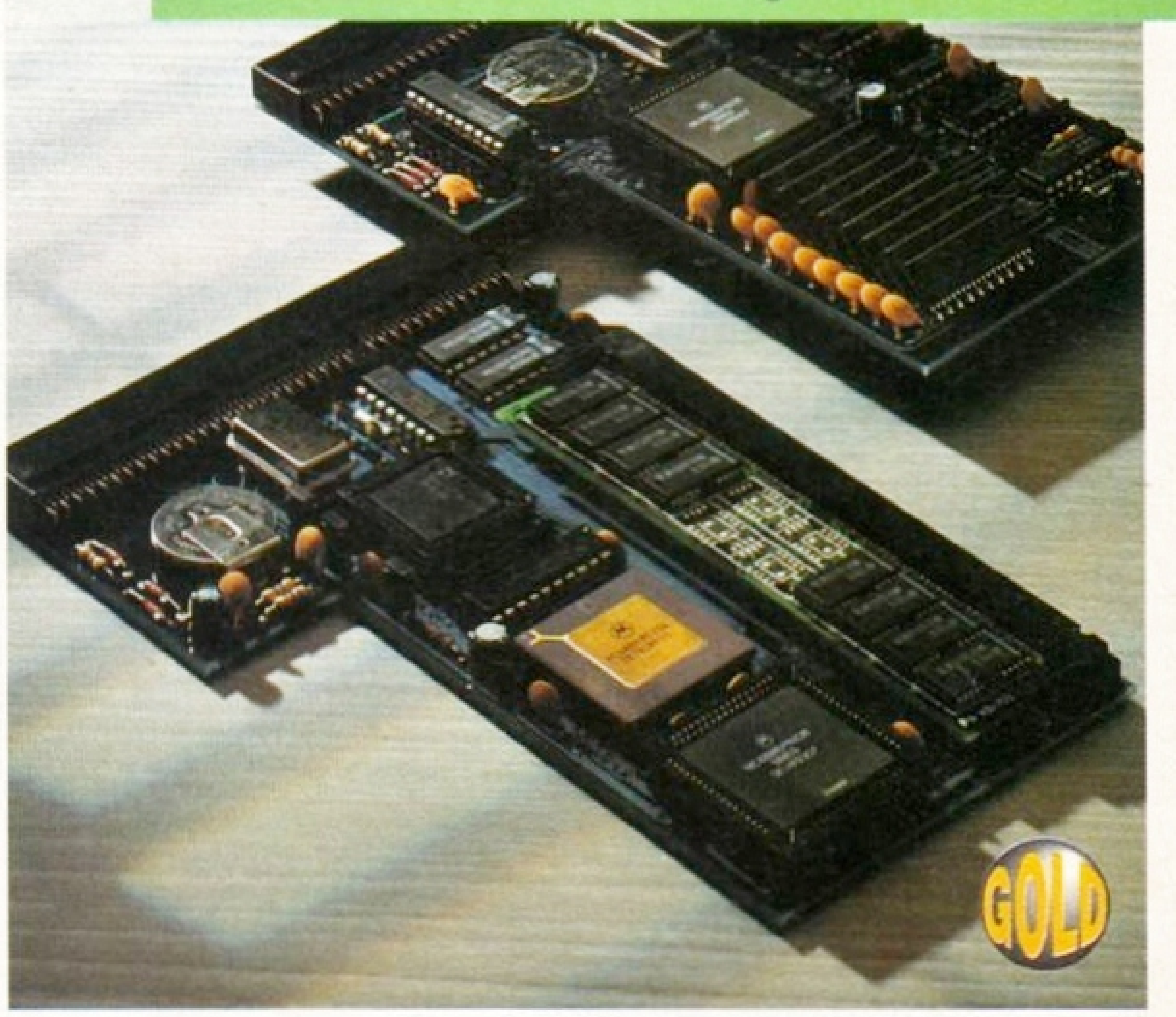


You play the role of a Sun papperazzi in Alternative Software's new platformer, *Snapperazzi*.

Then all you have to do is pop it in the post to:

Fizzy Chewits Chomp, Amiga Format Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.

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Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

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When we asked Stephen Bradley to review all the latest CDs he said: "Great, is the new Gilbert O'Sullivan one in yet?" But after a few days locked in the test room, he emerged with these reviews. Let's hope that his taste in games is better than his taste in music, eh readers?

SENSIBLE SOCCER CD32

Renegade ■ £24.99 ■ Out now



CD32 *Sensible Soccer* is basically a straight port from the floppy disk 92/93 version. If you've got that then don't bother with this, but if you're looking for the best game for your CD32, this is it.



You know, *Sensible* is so realistic that you sometimes forget it's not the genuine article. It's only when you see a scoreline as like this one that you remember it could never happen in real life.

Sensible Soccer. The best computer game ever? Of course it is. After shifting 175,000 copies on the Amiga alone, *Sensi* has hit the consoles in a big way and now it's available on CD32. It's basically the 92/93 season version with red and yellow cards and the new back pass rule, ported from floppy. The first discernible difference is the change in music from the Captain Sensible funky tune to a more mellow South American rhythm. The game itself? Well, it's as gorgeous as ever. Small sprites, overhead pitch view, hundreds of teams and piles of options including tactics, weather variations and different competitions. Oh, and absolutely fantastic, intuitive gameplay. One oversight is the disappearance of black players from the teams. They appear on the team sheets but unfortunately turn white when entering the field of play. A minor oversight perhaps, but annoying all the same (lose three per cent and do not pass go). Using the joypad takes some getting used to, but you can use joysticks if you wish. If you've got a CD32, you must have this game.

93%

ARABIAN NIGHTS CD32

Buzz ■ £14.99 ■ Out now



To rescue the gorgeous, pouting Princess Laila in *Arabian Nights*, you've first got to run, jump, bounce and generally platform your way out of the various dungeon levels.

Arabs eh? Are they all called Sinbad? The main protagonist in this Middle East affair is not a sailor but an apprentice gardener at the local royal palace. But it seems that our Sinbad has eyes for only one petal, and that's the Princess Laila (not the one from *Star Wars*, nor the one that got Eric Clapton on his knees). Meanwhile, in another part of the world, an evil chap hell bent on ruling the kingdom casts a spell and kidnaps Laila while Sinbad's vain attempts at rescue fail miserably and he's arrested by palace guards for sorcerous deeds. Unfair, but you need a plot don't you?

Sinbad's task is to escape the dungeon and rescue the woman he loves. In the winking of an eye you're off on nine fun-filled levels of platform mayhem, collecting everything in sight, solving puzzles and slaying baddies left, right and centre. It's not outrageously difficult but it's certainly addictive with large, well-animated sprites and catchy tunes and effects. There are vicious end of level guardians to tackle and one of the levels puts you on a flying carpet with bleating sheep winging their way towards you – honest. *Arabian Nights* is a chirpy platform outing and it's not going to break the bank at 15 quid.



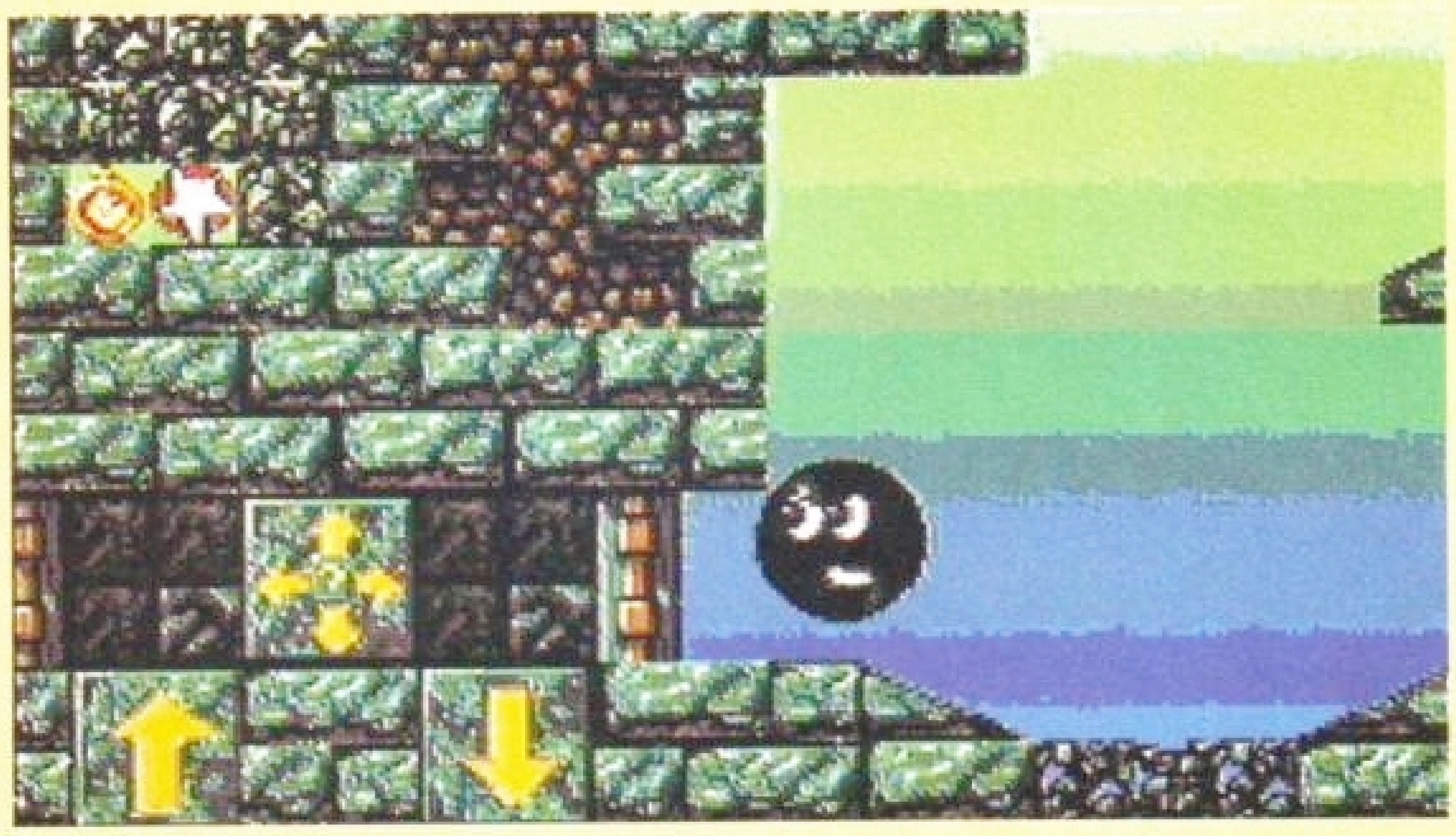
The palace gardener busies himself with a spot of topiary. Soon it will be time to prepare the vegetable plot for sowing.

88%

Phone numbers
Renegade 071-481 9214
Buzz 0709 372290
Millennium 0223 844894
Gremlin 0742 752423
Mindscape 0444 24633

MORPH CD32

Millennium ■ £34.99 ■ Out now



Morph may be a bouncy, good-looking and lovable little fellow, but at £35 he doesn't come cheap.

A surprising tale and no mistake. Morris Rolph, or Morph to his mates, bobs round to see his uncle, the wonderfully named Professor Krakenpot who happens to have invented a teleporter. The prof demonstrates the machine using a mouse and somehow or other Morph ends up in bits, well atoms and electrons. And then the machine goes and explodes, so Morph must find the missing parts of the teleporter and get back into shape.

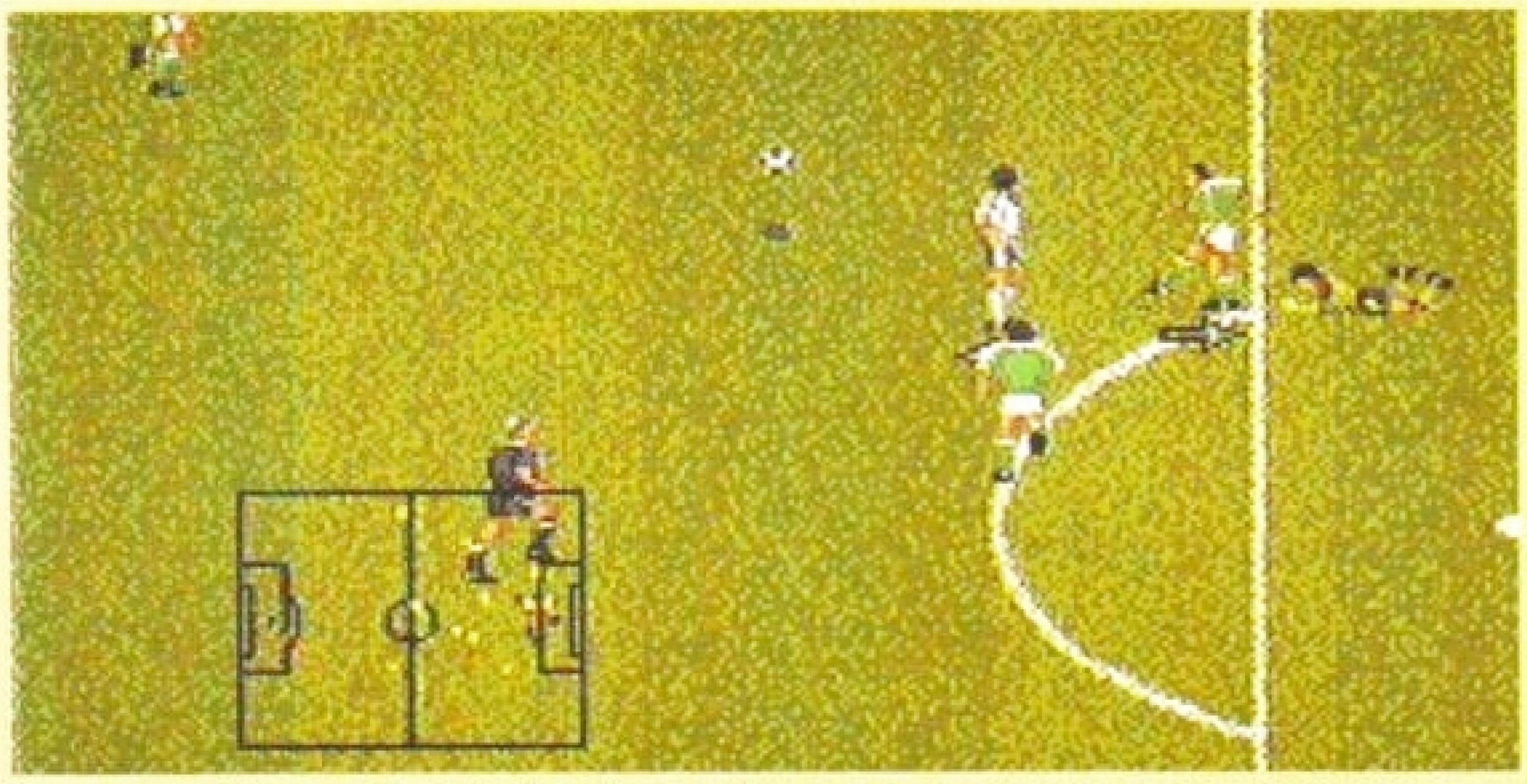
There are four major zones to explore in this platform/puzzler. The Prof's Garden, The Lab, The Factory and The Sewers. Morph, through clever metamorphosis assumes one of four states – a solid ball, flexible ball, cloud or liquid drip to enable him to avoid the variety of hazards. It's all very pretty but the puzzles can be rather tough and you need to be a joystick wizard to get through some of them. Not really a game for those who like fast platformers because you actually have to think (no, really).

Morph is bright, it's fun and there is plenty of depth but it is also a straight port from the A1200 version and there really can be absolutely no justification for the £35 price tag.

78%

JOHN BARNES EUROPEAN FOOTBALL CD32

Buzz ■ £14.99 ■ Out now



In many ways this game is similar to John Barnes' season so far: a complete non-event.

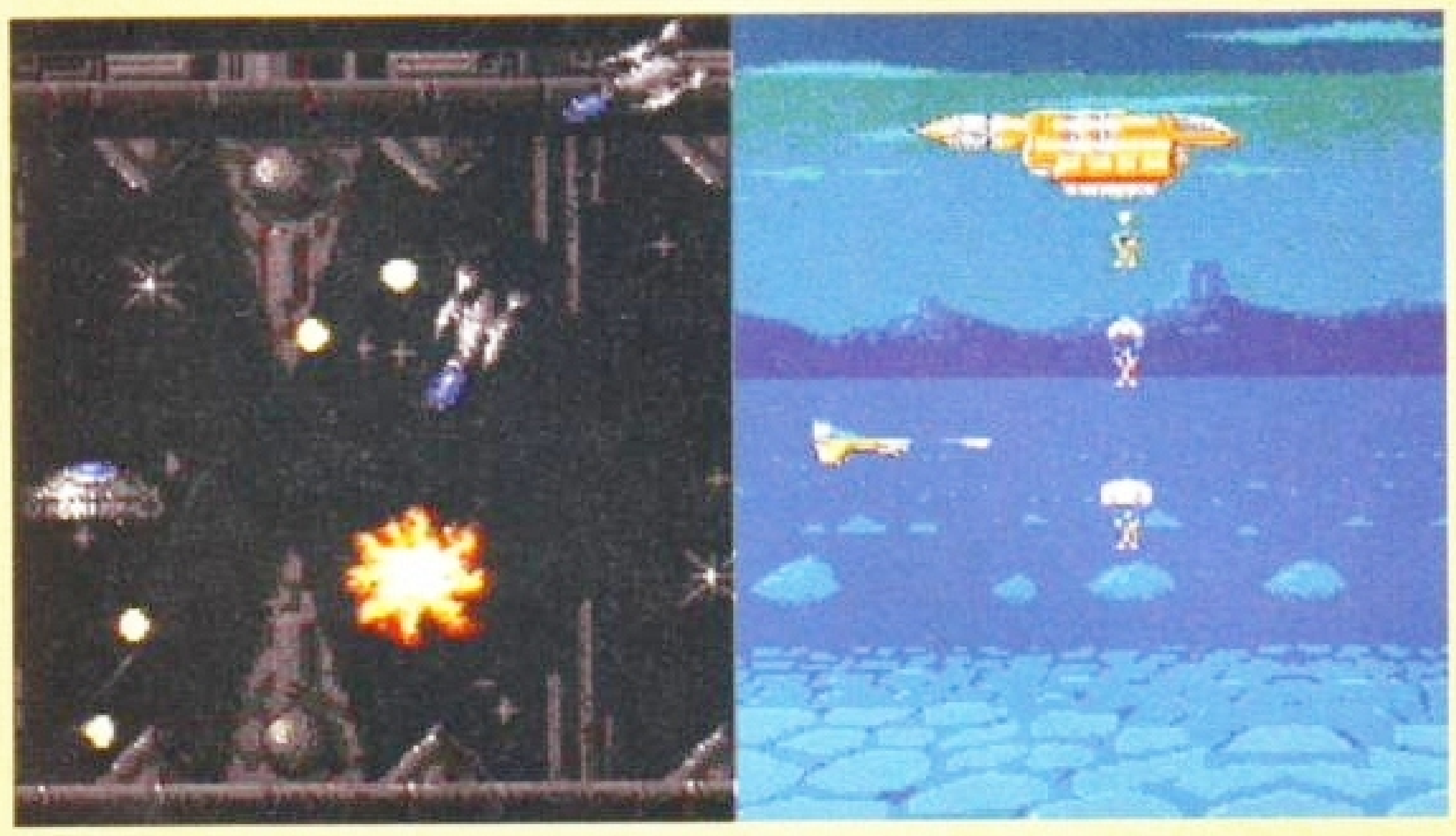
Bit of a forgotten man now is our John but he's still one of the best. Anyway, his *European Football* game is what you're interested in (or not as the case may be) and the CD^{32} version is a straight port from its floppy predecessor. This one dates from England's ill-fated excursion to Sweden in 1992 and poor John never even made it Heathrow. A side–on view with large sprites affair, it is essentially a revamped *Manchester United*. Unfortunately the sprites aren't particularly well animated and they are a bit clumsy to boot. The gameplay is stilted rather than free–flowing and the sluggish controls make it difficult to play speedy passing football.

There are plenty of options including tactics, match length (up to 90 minutes, heaven forbid) and one where you control only the boy Barnsie himself. Unfortunately, you can only use the joypad to play the game. If you plug in an ordinary joystick you can move the players around, but not kick the ball. *John Barnes European Football* may look like a bargain for only 15 sovs but take my advice, for an extra tenner, *Sensible*'s your best bet.

49%

OVERKILL/LUNAR-C

Mindscape ■ £29.99 ■ Out now



Lunar C (left) and the *Defender*-ish *Overkill* make a pretty nifty CD^{32} shoot-em-up pack.

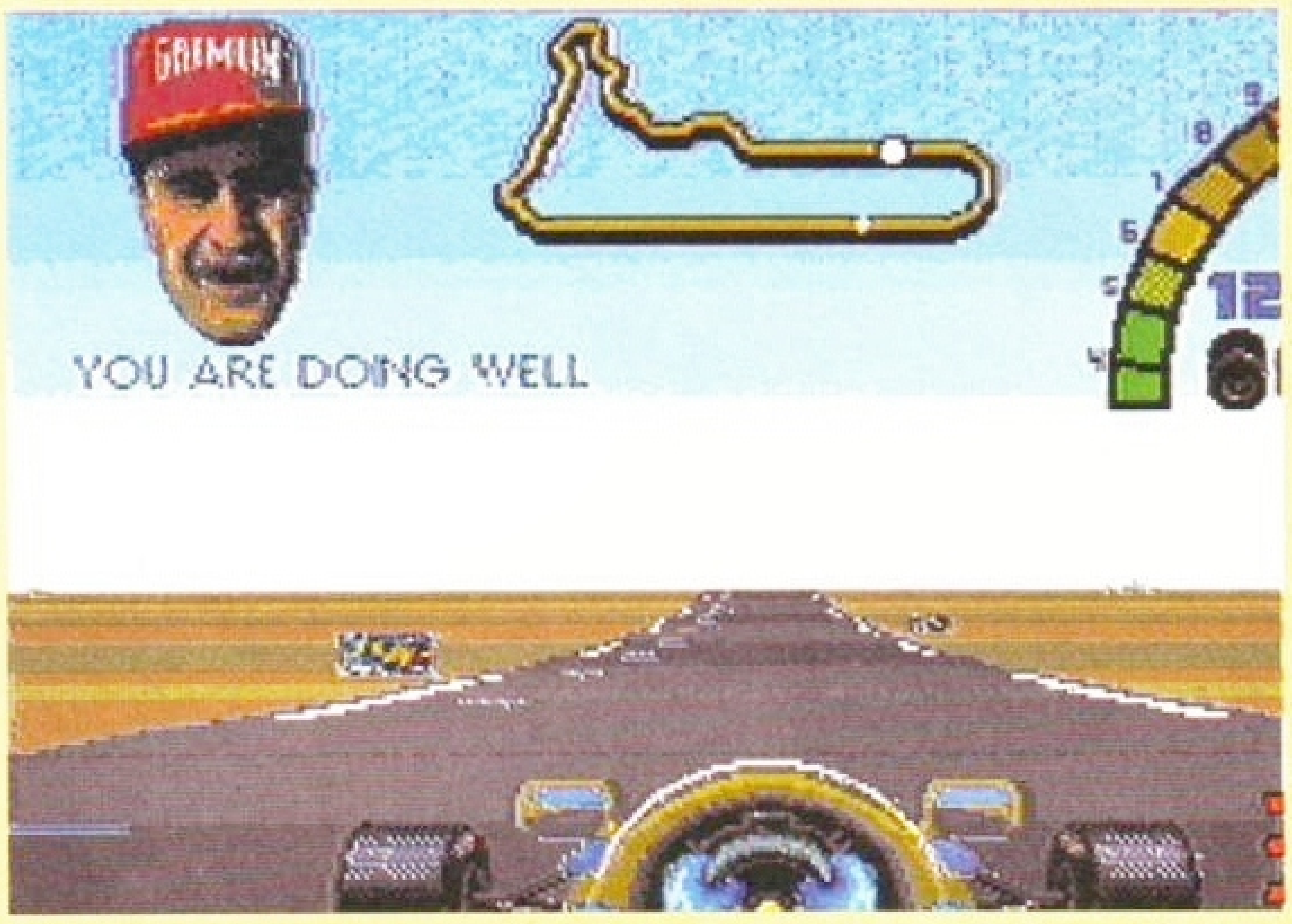
Is there anyone out there who doesn't like *Defender*? Well, silly question because there must be, and if you are one of those people, wake up and smell the coffee. *Overkill* is *Defender* for the Nineties and was originally released back in September '93, when, somewhat surprisingly, it was the first AGA-only game. You don't need to know that it's set in 2690 AD, somewhere in the solar system, only that it's incredibly smooth and wonderfully quick. Yes, *Overkill* is a horizontally–scrolling shoot-em-up and you've seen them before but it's still great fun.

Also included in this tidy package is another space shoot-em-up, *Lunar-C* (geddit?). This gives you pretty much more of the same sort of space age laser death action, as you battle the Sirian forces, destroying wave after wave of evil alien fiends. It's incredibly easy at first but complacency is soon replaced by panic and some frantic joystick manoeuvring. Collect the power–up tokens and blast to your heart's content. *Overkill* is the better of the two and at £30 this pair of sharp shooters are reasonable value for money.

84%

NIGEL MANSELL'S WORLD CHAMPIONSHIP CD32

Gremlin ■ £25.99 ■ Out now



Nigel offers a few kind words of encouragement, shortly before you spin off the track at 180 mph.

Nigel Mansell's World Championship is an arcade–style race game with 16 circuits from around the world to tackle. You can get started straight away by racing a single circuit. There is a car tuning section which can be ignored but if you like a tune, you can make adjustments to the aerofoil and such like.

Racing itself is simple enough. The control is intuitive and the joypad works better than your average joystick. The CD version is similar to the A1200 game, although it's slightly quicker and eight audio tracks have been added. Believe it or not, they're not bad. This is not the best racing game around (*F1 Grand Prix* is, of course), but it's by no means the worst you'll play, and at least Gremlin have seen fit to charge less than £30.

73%

FROM THE MAKERS OF AMIGA FORMAT

DON'T BUY AN UNTIL YOU'VE

THIS MONTH IN AMIGA POWER, WE BRING YOU...

ROCK'N'ROLL!

"Sounds like Jean-Michel Jarre's locked inside your Amiga. Not that that's necessarily a good thing, of course."



– Stuart Campbell covers his ears while playing fab new space blaster, *Stardust.*

SEX! (EH, LADS?)

"She is a smooth silky sultry sex siren, an alluring ant angel, a tantalising tease temptress, an electric embryo of enhanced enchantment, a filibuster of fabulous femininity... well, you get the idea."

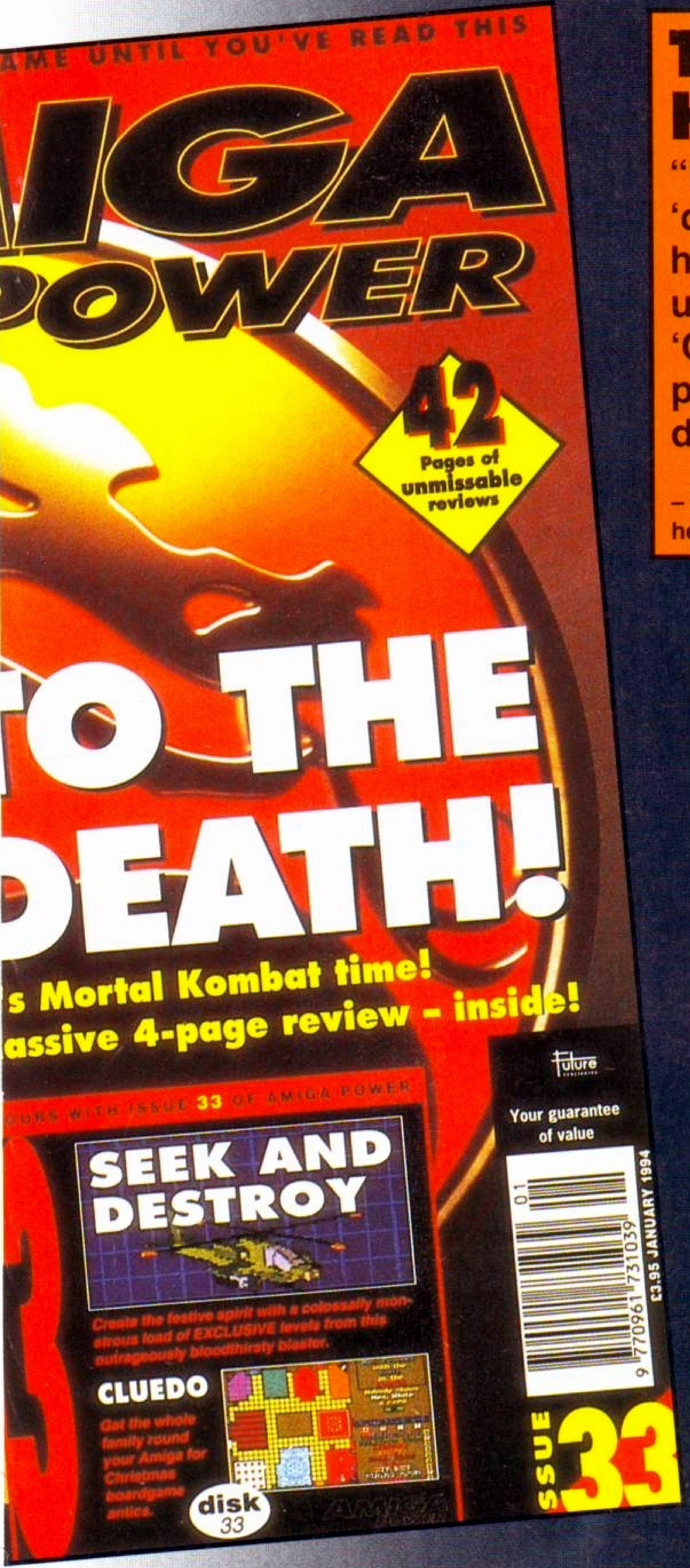


– Steve McGill gets a bit steamed up over Zooz, the lovely female co-star of the much-hyped *Zool 2.*

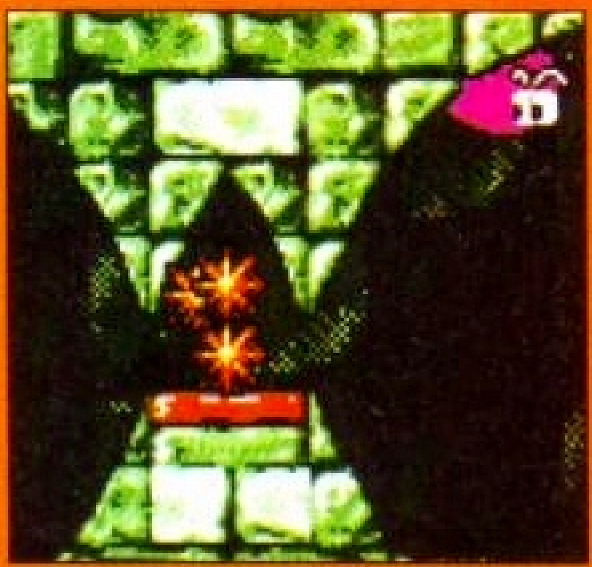


AMIGA GAME READ THIS!

ON SALE NOW!



TOILET HUMOUR!



"Indeed, the term 'cutesy platformer' has come to be used as a term of derision, as in 'Oh no, not another cutesy platformer, I'd rather stick my head down a toilet.'"

– Dave Golder watches his career go down the pan as he reviews Psygnosis's *Globdule*.

AND GRATUITOUS BLASPHEMY!



Everyman: *"*I don't understand what you're talking about.*"*

God: *"*Shut up, I'm God.*"*

– Jonathan Nash gets us in more trouble with *Doofus*.

Yes – no matter what kind of games you like the most, you'll find them reviewed in AMIGA POWER. This month we've also been playing *Mortal Kombat, T2 – The Arcade Game, Jurassic Park, Zool 2, Stardust, Beneath A Steel Sky, Liberation – Captive 2, F117-A Stealth Fighter, Cosmic Spacehead* and lots more and boy, do we have a lot to tell you about them over our record-breaking 42 PAGES of reviews. PLUS we've got no less than THREE coverdisks (for the same price as two, even) containing all the best in Christmas demos and PD games, and tons more inside our BIGGEST-EVER ISSUE. If it's about Amiga games, then you'll find it in AMIGA POWER – why bother with anything else?

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STAR

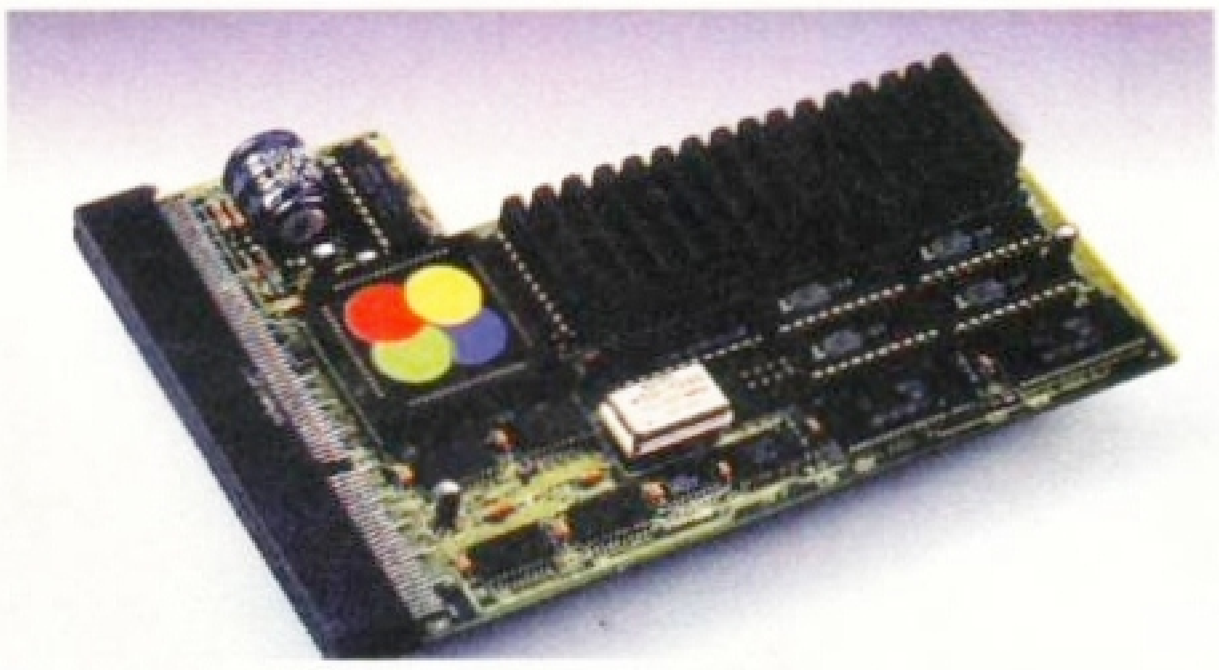
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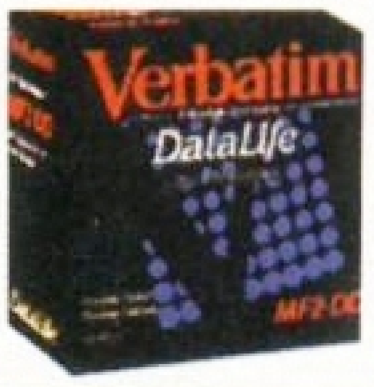
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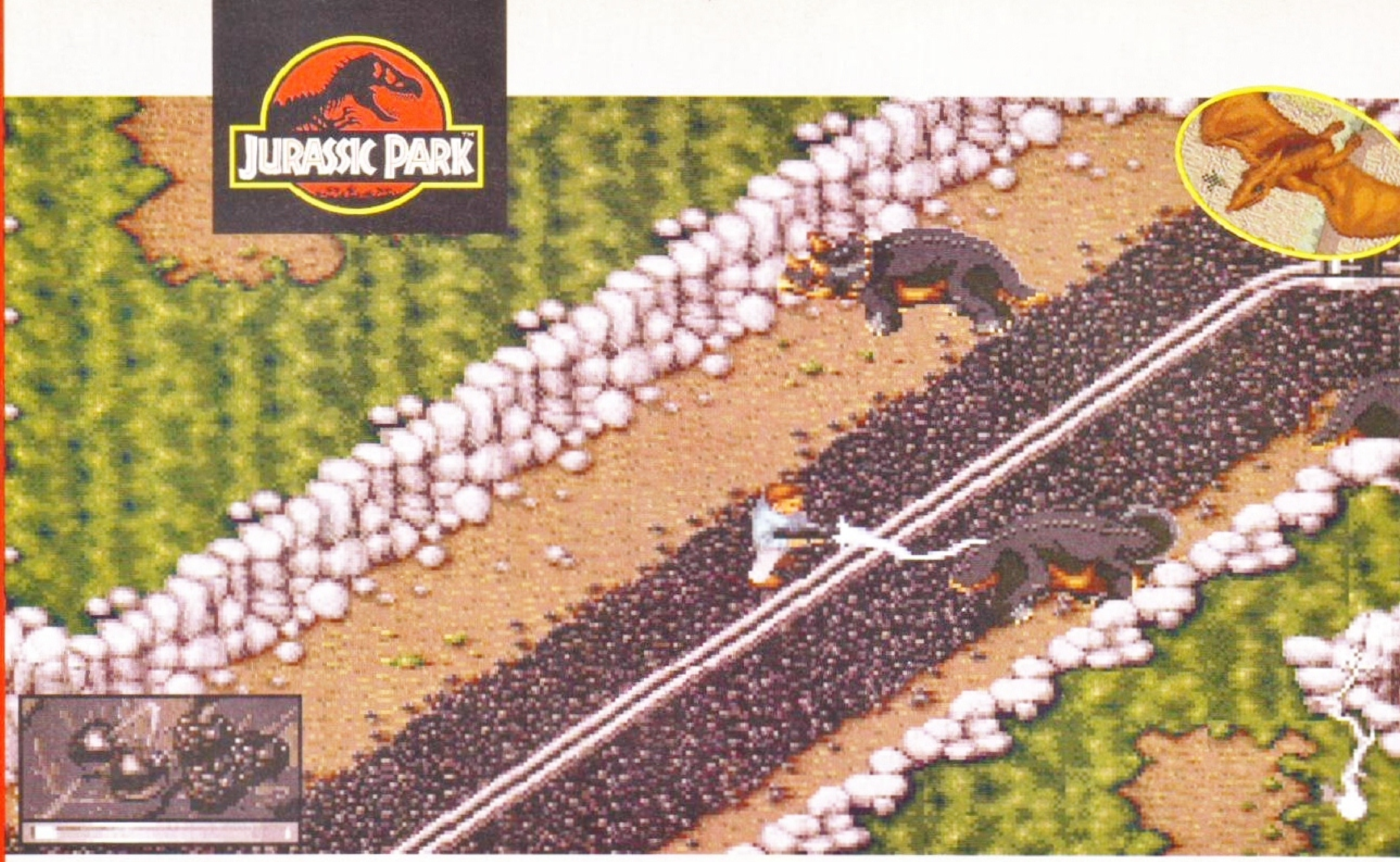
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Wow, look at the size of that little fella. His mate seems quite unperturbed at your attempts to fell the beast.

JURASSIC PARK AGA

Want to spend a day at a dinosaur theme park killing all creatures great and small? Steve Bradley takes a walk in the Park.

Do you really believe that dinosaurs ever existed? Huge lumbering creatures, some meat-eaters, others veggie, wandering about the earth, spending the odd weekend in Filey. Clever people have stuck bones together and dropped them off at some museum or other in London, but how do they know what they looked like? It just doesn't wash somehow. Still, where would Marc Bolan be without Tyrannosaurus Rex?

Questions of historical accuracy aside, *Jurassic Park* made a huge impact on cinema–going folk in the summer (particularly on *AF* production editor Richard Jones' 'significant other' Maggie, who went into labour shortly after seeing it), so it's no surprise that the game of the movie should appear on the back of the hype. For the benefit of those (like me) who missed the film, *Jurassic Park* is about a dinosaur theme park on an island off America.

A bloke called John has brought our large prehistoric pals back to life in order that young children might gain a valuable insight into animals from a bygone age (no Terry, you can't take that Brontesaurus home for the Easter holidays).

In order to make the book, film, and game reasonably interesting, things have gone horribly wrong. *Jurassic Park*'s computer programmer Dennis has sabotaged the computer security system (apparently, they took away his company dinosaur) and now the Raptors, Spitters and Tyrannosauruses are roaming the island killing people, which isn't very good for business.



Have an absolutely Jurassictastic day out at the dinosaur theme park. While you're there, kill small animals mercilessly.



Pick up John's grandchildren in the dinosaur paddock (if you can find them) and they stick to you like limpets ever after.

Douyouthinkesaurus?

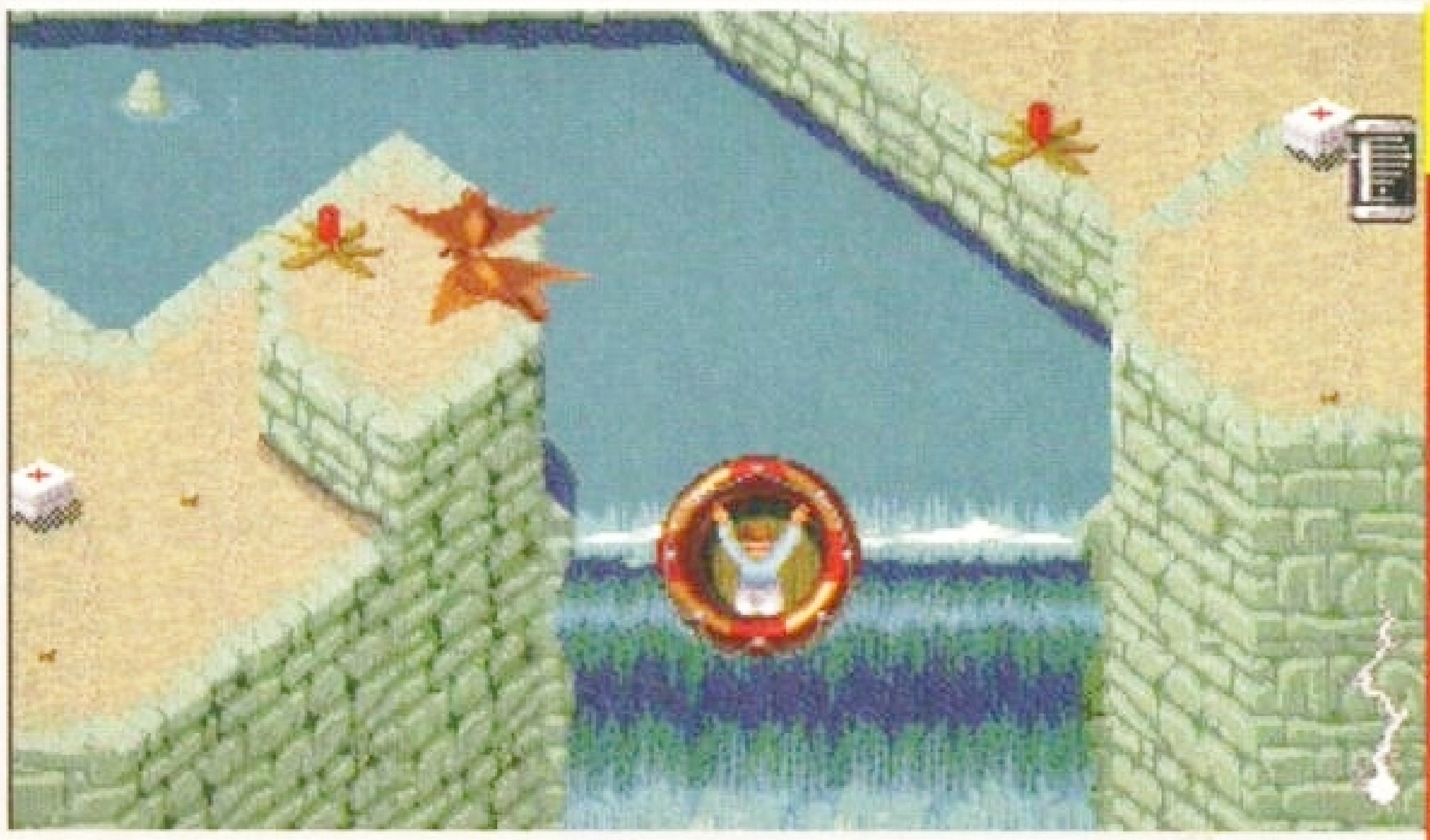
If your ambition is to be a world-renowned palaeontologist, then you're in luck. You take the part of Dr Alan and your task is to rid the island of the beasts before fleeing. And as if this wasn't enough, you've also got to rescue John's two grandchildren along the way.

Starting in the Tyrannosaurus paddock, you must locate the kids and shoot your way through a variety of other paddocks, each with different dinosaurs in.

The overhead perspective works well and graphically, it's a rather tasty number although when you're charging around the edge of the screen the view can be quite limited. The paddocks are real mazes so much of the early part of the game is spent wandering around looking for



Beware as you traverse the wooded areas. The sneaky prehistoric beasts leap out from behind the bushes.



Weh heh. This is better than the log flume. Unfortunately, Dr Alan never lived to see the photos. Don't float too far down the river because there's no turning back.

those darn kids. When you do eventually pick them up, they follow so closely on your heels that they become something of a hindrance when you're trying to do away with those feisty dinos.

The Dr Alan sprite looks great but it can be difficult to manoeuvre, particularly when a dino is really close up and you've got to shoot it a bit sharpish. In fact, shooting the beasts can be tricky operation because you've got to be directly in line with them. Stray even slightly and you miss.

You start with an effective laser weapon called a tazer which throws out a bolt of electricity, and then takes a second or so to recharge. There are other weapons lying around to pick up (look out for the red footprints) as well as extra ammunition. Other pick-ups include keycards which enable you to get through locked doors, and first–aid icons that restore your energy. The panel on the screen provides a constant reminder of weapon and energy levels.

“ You spend a lot of time just wandering about the park clutching your gun. ”

The theme park is one heck of size and the gaming area is enormous. There are wooded areas to explore, fast flowing rivers to dinghy-down and when you eventually get to the visitors' centre, the game changes to a 3D point-of-perspective. This basically consists of wandering through a maze of passages clutching a gun and blowing away the dinos as and when they appear. This, however, is not quite as exciting as it sounds and you can spend an age just trying to get out of there, even with the aid of a map.

Inevitably, in such a huge park, there are times when you get completely stuck. The customer care service provides creche facilities and... erm, no that's all wrong. To help you find your way there are computer terminals with map and other options, located throughout the game. To access them, you simply walk up to one, press the Return key and follow the on-screen prompts thus enabling further progress. Yes, it sounds boring and it is.



Riders at the gates of doom, you and the youngsters arrive at the park. Access the terminal and follow the instructions.



Scattered at various points in the park are electronic motion sensors which, when working, can detect all moving objects on the island. And connected to these are computer terminals which you need to access to open gates and receive messages.

The park side

Unfortunately, *Jurassic Park* suffers from the great looks, huge game but little playability syndrome. So much of your time is spent wandering around that before long you become interminably bored. The levels offer little variety and despite the two distinct styles within the game (overhead and point-of-view perspectives), the lack of real action leaves you somewhat cold.

Once you've shot the same type of animal a hundred times you really don't want to see them again. But the compies (small dog-like creatures that nip you) just keep on hassling you. They're not difficult to kill, just intensely annoying.

Those of you who loved the film may glean some satisfaction from exploring the park and killing heaps of animals from a bygone age but I'd much prefer a day out at Alton Towers with Beavis and Butthead.

Ocean are also releasing a non-AGA version (available in January at £25.99)

Steve Bradley



JURASSIC PARK AGA



PROGRAMMERS
A Miah and R Walker

PUBLISHER
Ocean 061-832 6633

PRICE
£27.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10

The strongest point is the visual appeal. Both the 3D and overhead sections look great.

SOUND
1 2 3 4 5 6 7 8 9 10

The effects are all perfectly adequate although they are by no means outstanding.

ADDICTION
1 2 3 4 5 6 7 8 9 10

It will take ages to complete this game, but whether you've got the will is a different matter.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10

Too much wandering around to make this the classic it could have been.

VERDICT

“ A shoot-em-up adventure game that promises so much early on, but ultimately fails to deliver the goods. A big and attractive, but disappointing game. ”

70%

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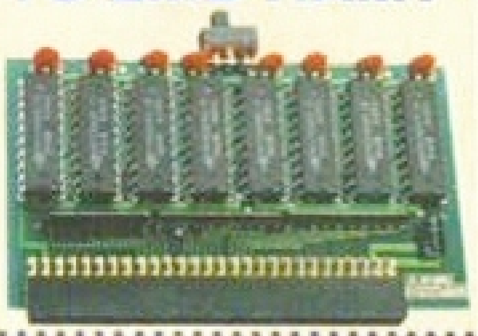
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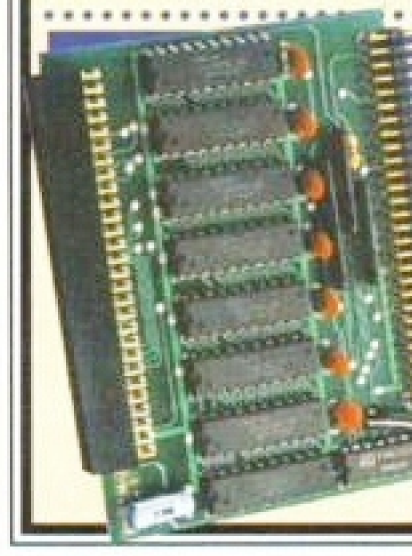
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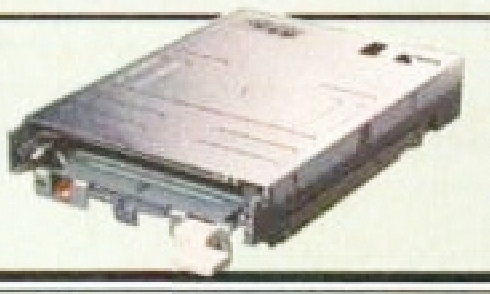
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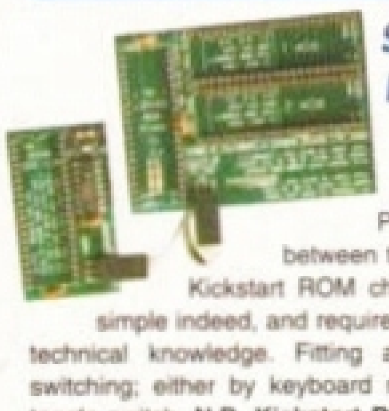
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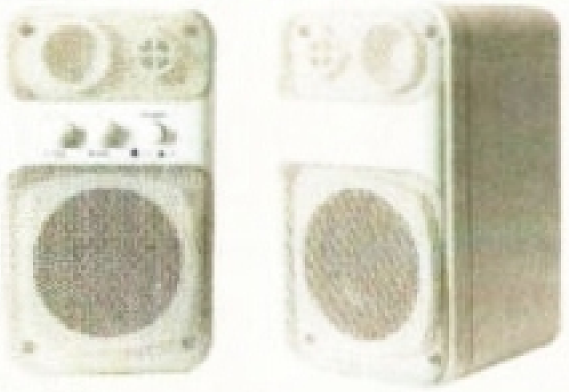
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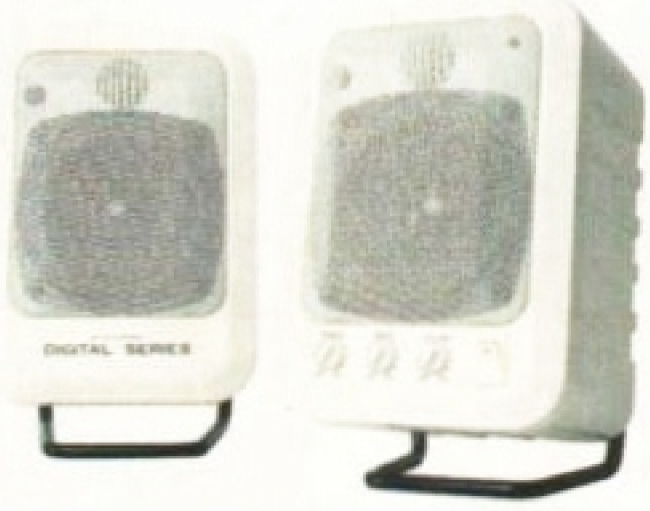
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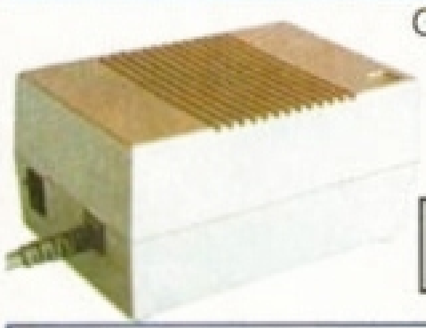
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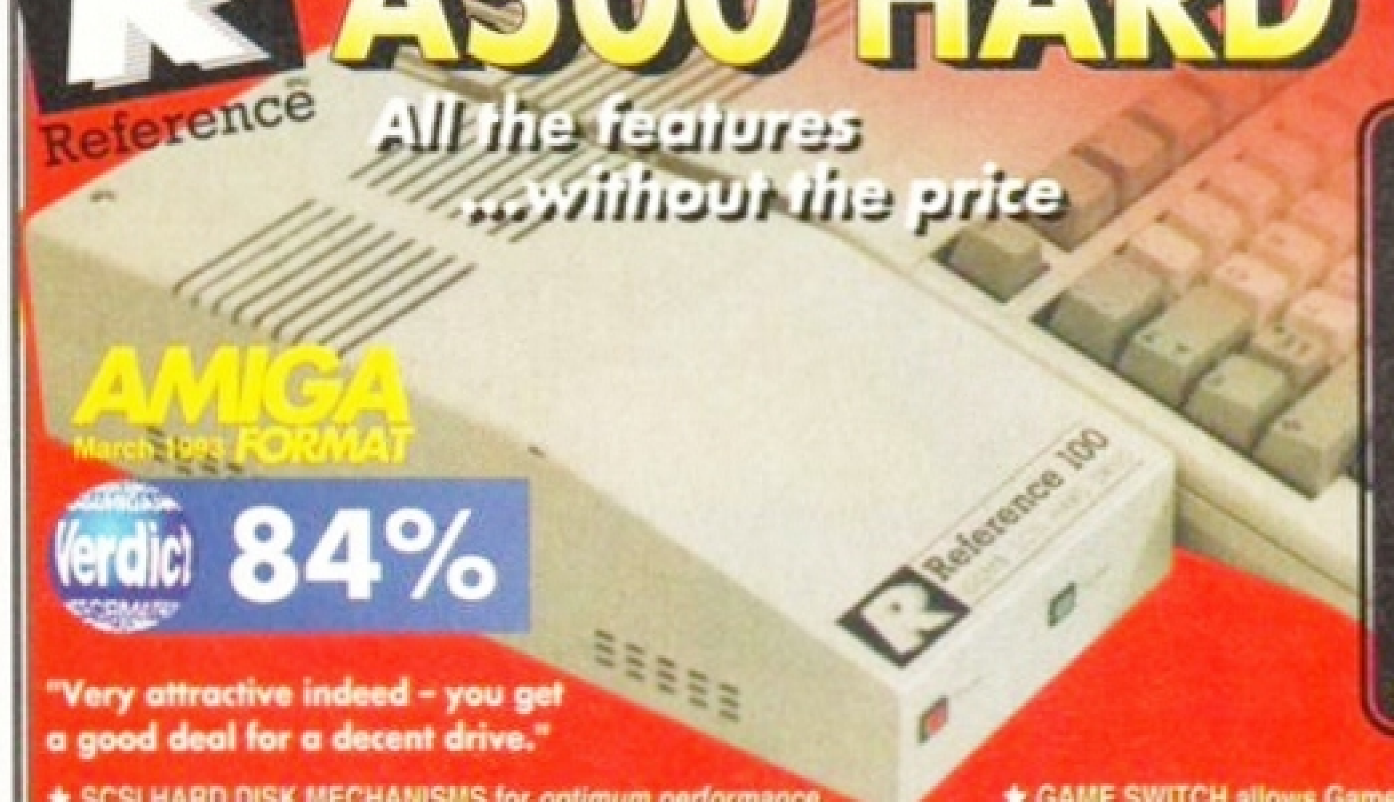
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'ALLO 'ALLO

René the randy restaurateur is at it again. Not content with playing Yvette, Madame Edith and the women of the French Resistance off against each other, he's gone chasing after the mysterious Fallen Madonna with the Big Boobies.

'Allo 'Allo is a licensed platforming version of the popular BBC TV series and features all the characters associated with the programme. You have to guide the cowardly René



René takes a sojourn from his quest for the Fallen Madonna and admires the luscious Yvette's tantalising stocking tops.



The bravest man in all of France stands in front of his café and ponders the fate of the Fallen Madonna with the Big Boobies.

around a series of different locations including the café and colonel's chateau – collecting bonuses, stunning baddies and trying to swap all the real Fallen Madonna paintings with fake ones concealed in knockwurst sausages.

Hugely reminiscent of previous Alternative platformers like *Sooty and Sweep*, *'Allo 'Allo* makes up for its lack of sophistication with plenty of knockabout gags, sack loads of innuendo and some surprisingly slick joystick controls. René zips around the levels like a hyperactive whirling dervish, collecting bottles of wine to boost his flagging courage and coins to bribe petty officials. However, it's a bit much asking £25 for this and the two-player mode on this game is the biggest joke here.



Distract Germans lurking in the café by getting Madame Edith to sing one of her favourite songs.

Rob Mead

'ALLO 'ALLO



PROGRAMMERS
Steve Metcalfe and Dave Tolley

PUBLISHER
Alternative Software
0977 797777

PRICE
£24.99

RELEASED
Out now

53%



Suburban Commando Shep Ramsey plants bombs on General Suitor's vast spaceship. Watch out for those re-appearing baddies.



"Hulk, why's your head bigger than your body?" "Cos I turned all the fatty brain tissue into red meat." "Quick! Get me a knife."

SUBURBAN COMMANDO

Hulk Hogan swaps Mr Nanny's slapstick apron for something a bit more macho in this seven-level platformer from Alternative.

You play Shep Ramsey, a moustachioed large-headed superhero who keeps his brains well and truly in his drawers while leaping around the themed worlds encouraging bad guys to show respect and sabotaging the evil General Suitor's mischievous plans.

Oddly, the whole thing kicks off with a lacklustre *R-Type* style shoot-em-up before launching into the game proper. There are three difficulty levels, puzzle elements and plenty of bonuses to collect, but the baddies just keep coming back to sap your strength just when you need it the most.



It's big dilemma time. Do you want to carry on for another four levels of platforming bilge or hop into the car and clear off home?

Suburban Commando offers very little in the way of gameplay, graphics or originality, and proves incredibly frustrating to play even on the early levels thanks to some iffy collision detection and dodgy joystick controls. After a couple of hours play you start deluding yourself that *WWF European Rampage* was a good game after all and wish you'd spent the extortionate asking price on a pair of Lucky Horseshoe boxing gloves instead.

Rob Mead

SUBURBAN COMMANDO



PROGRAMMERS
In-house

PUBLISHER
Alternative Software
0977 797777

PRICE
£24.99

RELEASED
Out now

23%

THE CD-ROM WAS CREATED FOR ONE REASON...

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91% MEGADRIVE ADVANCED GAMING
plus cover mount

90% MEGA POWER

MICROCOSM

NO ONE IS IMMUNE.

PSYGNOSIS

1994

Read all about it!

Nuclear fire. Three billion lives lost. A war against the machines. Well, I'll go to the foot of the stairs. Los Angeles in the year 2059 is not the happiest of places (nor is it in 1993, apparently).

The survivors of the war Judgement Day (the nuclear fire) live only to fight the machines. Nasty machines not disimilar to C3PO from *Star Wars*. And the folk of Los Angeles are relying on you and your mouse movements to do the business for them in



The Ground Hunter Killers are incredibly tough to finish off and they have an endless supply of missiles. Concentrate on blowing away the side beams and the head.

TERMINATOR 2 THE ARCADE GAME

this fraught and very frantic shoot-em-up.

The story (for those who haven't seen Arnie in the film) is that a terminator sent from the future to kill leader of the resistance, Sarah Connor, failed miserably and now the enemy is targeting the future leader, Sarah's son John. But young John has a guardian angel (you) and your job is to protect him from the said evil.

Blow away the baddies

Using a point-of-view perspective, you target a gunsight at a host of baddies and blow them to smithereens. These include Endoskeletons with rifles, machine gun-toting Cyborgs, acid-chucking laboratory technicians and various devilsome airborn craft.

You start with a machine gun and 25 guided missiles, which are best used sparingly. Along the way, there are a whole host of pick-ups to gather including extra credits, protective shields, and a plethora of destructive fire-power. They appear in kit cases and you must click to open them and click again to obtain them. Sounds easy, but when you're surrounded by metallic madmen hellbent on your destruction and inflicting severe damage upon you, it can get very tricky as you try and counterbalance picking stuff up and killing the swine.

Sporting control options of mouse, keyboard and joystick, *Terminator 2* is best played with a good mouse, simply because of the speed required. It's seriously fast action. There are seven levels to tackle including a van chase where you battle against a T-1000 in a helicopter. The early levels are incredibly tough, particularly when you combat the Ground Hunter Killer with its endless supply of missiles. This is a faithful conversion of the arcade game and the graphics and sound effects remain true to the original with sampled speech and crisp explosions and gunfire.



Like an army of R2D2s gone bonkers, the Endoskeletons appear everywhere brandishing rifles. Shoot them in the head.

I'll be back...

Although *Terminator 2* doesn't break new ground or offer a great deal of variety, it's perfectly adequate in the playability stakes. In two-player mode, it's fast, furious and fun. The sheer volume of baddies make it virtually impossible for one player to take them all out, but with two you can dispose of them at will as well as collecting the plentiful pick-ups. As the man himself once said, "I'll be Back". But not until next Tuesday.

Steve Bradley



And when they're not shooting at you, the metallic scamps perform a bizarre sort of funky dance just to put you off.



Shoot the kit cases to obtain the pick-ups, but remember to keep one eye on the baddies. And don't shoot your mates.

TERMINATOR 2 ARCADE GAME



PROGRAMMERS
John Meegan, Terry Ford

PUBLISHER
Virgin 081-960 2255

PRICE
£29.99

RELEASED
Out now

GRAPHICS
Ported from the arcade and toned for the Amiga. Perfectly satisfactory.

SOUND
Plenty of samples and some lovely bangs and pops and blasting effects.

ADDICTION
The thrill of blowing the heads off robots keeps you coming back for more.

PLAYABILITY
When at one with your mouse, a wholly satisfying shoot-em-up.

VERDICT

"A fast, furious and frantic, if rather limited, shoot-em-up with a barrowload of violence chucked in for good measure. Do it to them, or they'll do it to you."

73%









Genesia - a game of creation and power for 1 to 3 players.

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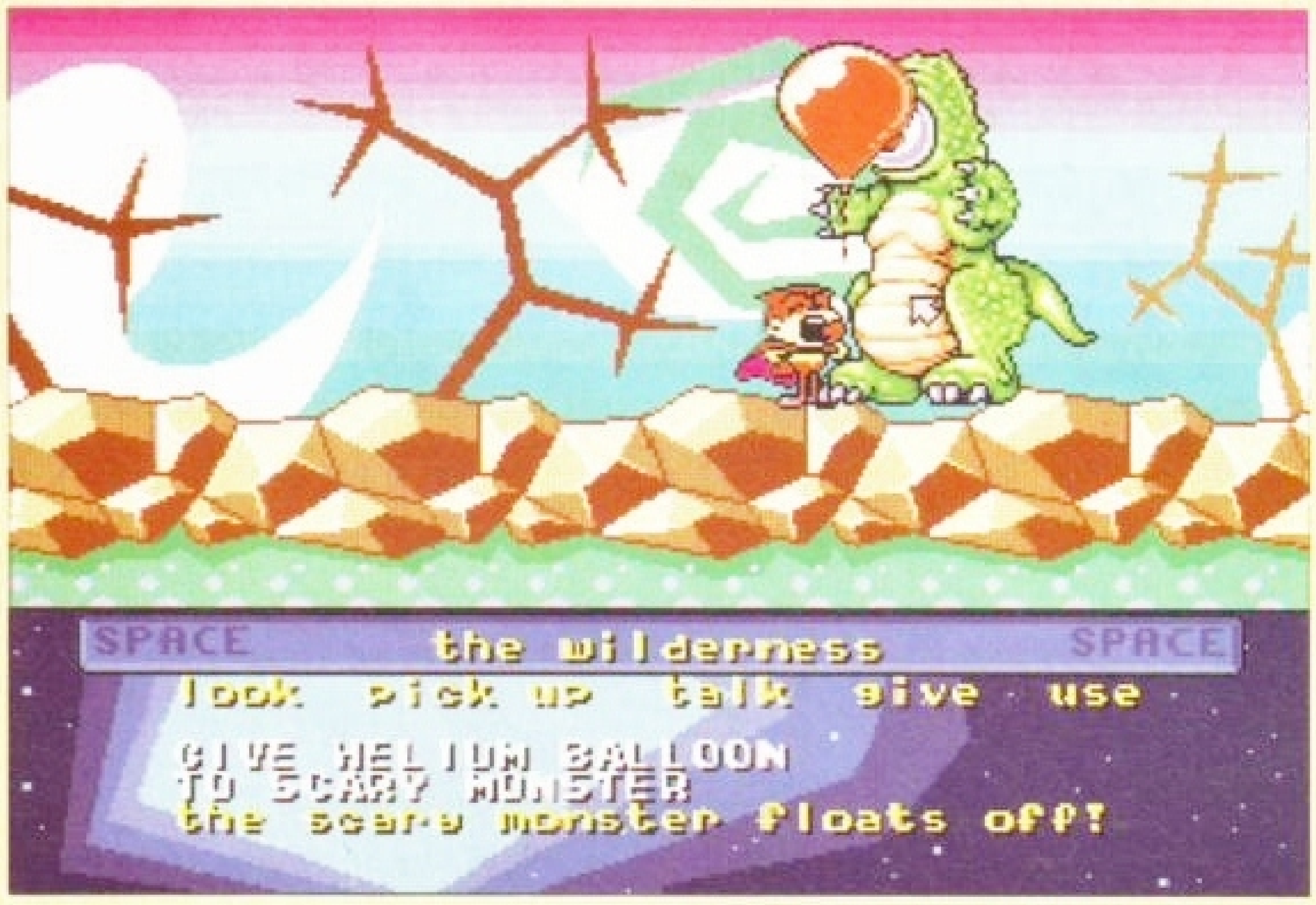
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MINDSCAPE

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Priority House, Charles Avenue,
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Whatever happened to the boy who cried wolf? He's living in Linoleum, that's what – under the pseudonym of Cosmic Spacehead. This young lad's told so many lies that none of his mates believe him when he boasts about finding the legendary planet Earth on one of his travels. So he sets out on yet another epic journey to go back and take some photos as proof of the infamous planet. After all the camera never lies, as dodgy tabloid press photographers say.

The only problem is that Cosmic's not the brightest of Linoleum's inhabitants, so he needs your help to find his way back to that weird planet. There's two styles of gameplay to deal with here. You start off in a *Monkey Island*-style scene, telling Cosmic where to go, who to talk to, what to pick up and give to people by means of a joystick-controlled cursor point-and-click system.



This bit's so dull that even Cosmic can't stop himself from yawning.

COSMIC SPACEHEAD



The Arthur Daley of Dodgy City will sell you an extremely dubious driving licence for 50 dollars. Do you trust him?



The driving competition at the Cape – first prize is a ticket to an off-world car factory, but where do you catch the bus from?

However, as soon as you want to travel to another part of the planet, you have to bring your platforming skills to the fore. That's why you haven't got the option of mouse control on the adventure sections – you'd be forever swapping and changing between control methods, and as we all know too much wear and tear on a joystick port can mean a visit from Wang.

Pity about the platform

The adventure-style sections of *Cosmic* are well executed, with lovely cartoony graphics and a built-in sense of humour. In fact with a little higher difficulty level set into the puzzles they could make a fair stand alone game. But there's no way on this Earth, or any other, that the platform bits could stand on their own. This is the sort of stuff we got fed up with a few years ago – just jumping around the platforms, over baddies and collecting all the bonuses.



The platform sections of *Cosmic* are like a girl I used to know; great looks but no soul.

There are other little inbetweeny games like asteroids, robot attacks and a diddy overhead racer which you must win to get off the first level, but none of them are stunning.

Every section of the game is set at far too low a difficulty level, it's as if the programmers set out to make a little kid's game, which is a mistake in my book. Even five-year-olds like to think they've got a challenge ahead of them. It must have seemed like a great idea at first, to combine all these different forms of gameplay. But that isn't a good enough excuse to skim on the playability of any of the sections. It's a pity to have some smart looking and humorous (if a bit easy) gameplay overshadowed by a poor-quality platformer, because there really are some nice touches here. Hopefully this is the starting point for a host of better things to come.

Clur Hodgson

COSMIC SPACEHEAD



PROGRAMMERS
Peter Williamson, Derek Leigh-Gilchrist, Andrew Fussey.

PUBLISHER
Codemasters 0926 814132

PRICE
£25.99

RELEASED
Out now

GRAPHICS
Remember those really bad Tom and Jerry cartoons from the 60s? That's what this is like.

SOUND
Atmospheric toon time toons that really get on your wick after a while.

ADDICTION
It all depends how annoyed you get when you are playing the tedious platformers.

PLAYABILITY
Switching from platform to adventure, you end up using a joystick when a mouse is better.

VERDICT

“It's a pity the Codies seem to have aimed *Cosmic* at the 'kid' market because it leaves the rest of us with a game without much of a challenge.”

68%



The lemmings perform their traditional tumbling manoeuvre and fall to a grisly death outside a Christmas pudding.



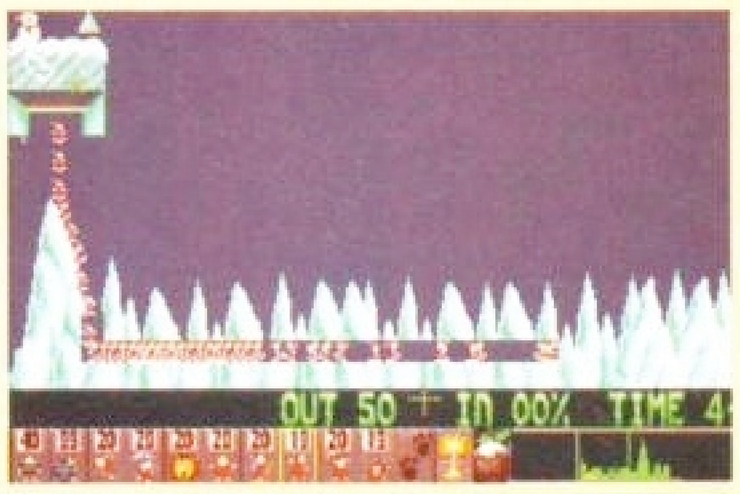
Here's proof, if it were needed, that Father Christmases are mass-produced in Lapland.

HOLIDAY LEMMINGS

They're small, they're cute and this time they're dressed up as miniature Father Christmases, complete with red capes and fur-trimmed hats. Brilliant, eh?

You have to guide up to 99 of the little fellas over 32 snow-covered levels – complete with fairy lights, psychotic snowmen and icy precipices – until they reach their Christmas pudding-shaped home. It's all exceedingly jolly and seasonal with a suitably manic *Roobarb and Custard* parpy synthesiser version of Jingle Bells to get you in the Yuletide spirit, and there are two difficulty levels to make the gameplay that bit more taxing.

Unfortunately, DMA have reverted to the seven different skills used by the original *Lemmings*, so you don't get any of the ice-skaters, skiers or snowballers featured in *Lemmings 2*.


If you can 't climb over, go under. These resourceful mini-Santas can find a way round even the trickiest obstacles.

The other major downer is the number of levels. You only get 32 to play with and even then the early ones are ridiculously easy.

But, let's not be too Scroogy about this. Even though *Holiday Lemmings* is obviously designed to make as much money for as little effort as possible, it still manages to be funny, frustrating and incredibly addictive. And anything which takes your mind off that awfully big pile of Boxing Day washing-up has to be a good thing.

Rob Mead

HOLIDAY LEMMINGS



PROGRAMMERS
DMA Design

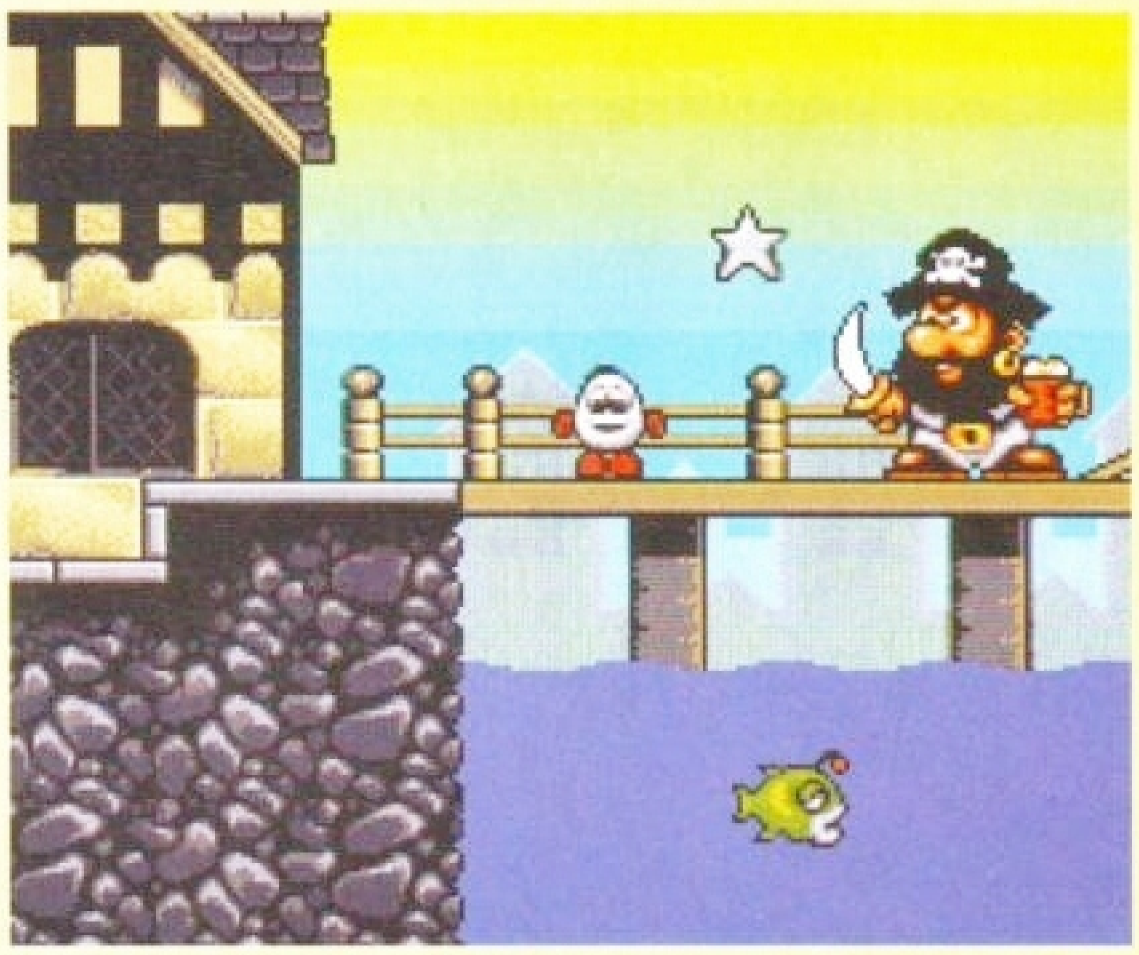
PUBLISHER
Psygnosis 051-709 5755

PRICE
£14.99

RELEASED
Out now

84%


Dizzy marvels at how fantastic the gorgeous parallax scrolling is in the opening Tree Village section.


To get to the pirate ship in Dock Street, you have to get past this surly chap. Try using the barrel you found elsewhere in the town.

FANTASTIC DIZZY

Paul McCartney wrote a song about eggs once. It started with the immortal lines: "Scrambled eggs/ oh my darling, how I love your legs," but then he ruined it by sticking in a string quartet and calling it Yesterday. Oh, and he made an album called Back to the Egg which was complete crap.

But Codemasters' latest eggy adventure is far more inspiring. It combines the best of all Dizzy's previous platform outings and sticks them into one big integrated package complete with sub-games, slinky scrolling and great-looking graphics.

Daisy's been kidnapped by evil Wizard Zak and all Dizzy's friends have been turned into fiends by a magic spell, so you have to zip around the levels, righting wrongs, collecting goodies and solving puzzles in The Tree Village, Graveyard and Diamond Mines among others. It's all tremendous fun, especially the Indiana Jones-style train section, but it can also be frustrating – you've only got three lives and Dizzy's leaping isn't always as agile as you'd like. Despite this, *Fantastic Dizzy* is by far the most accomplished version of the little egg's adventures and well worth further investigation.

Rob Mead

FANTASTIC DIZZY



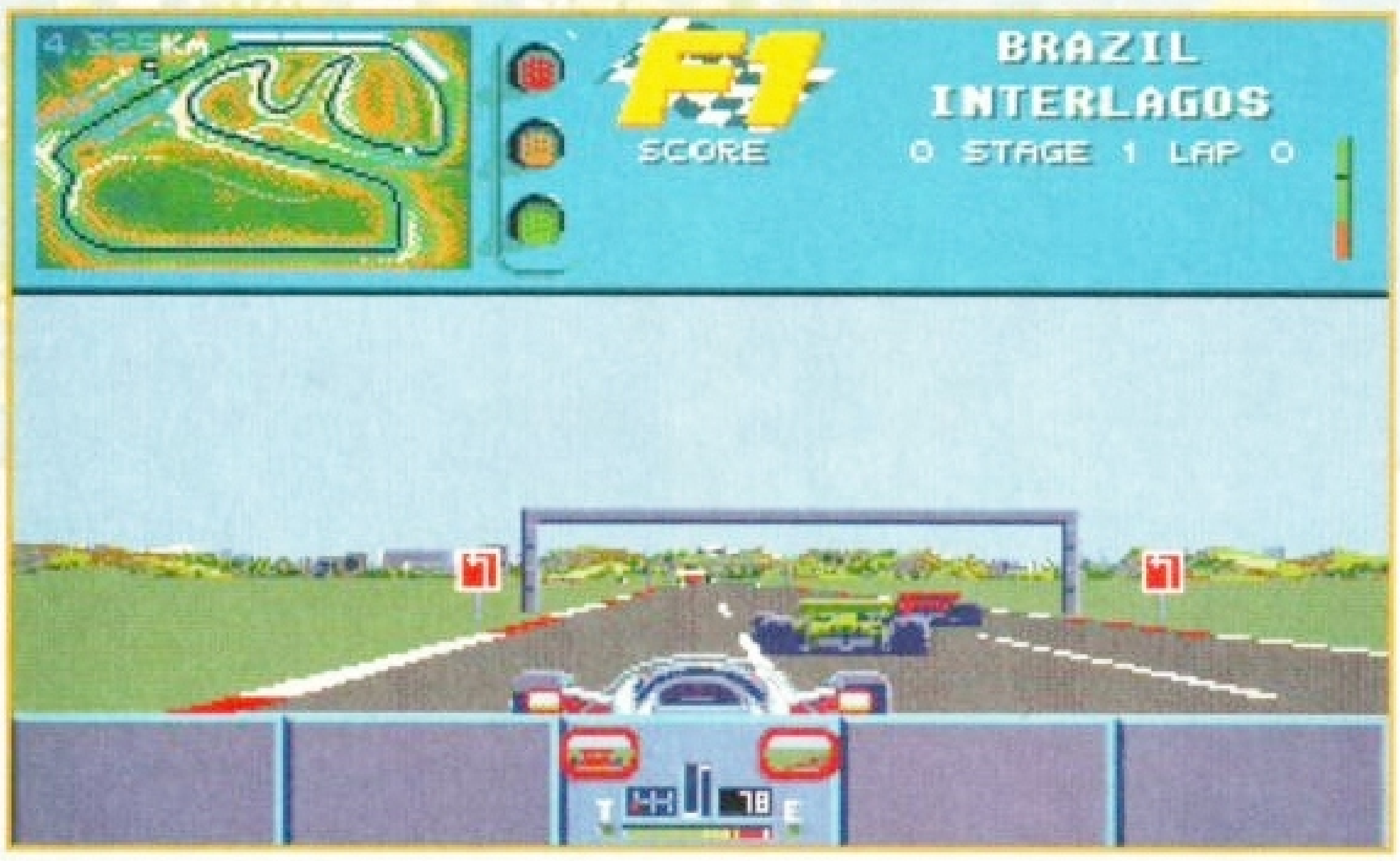
PROGRAMMERS
In-house

PUBLISHER
Codemasters 0926 814132

PRICE
£25.99

RELEASED
Out now

87%



In the Brazilian Grand Prix I was sitting just off the pace waiting for an opportunity to sneak through on the inside. Unfortunately I had counted on all those pesky bends.



Race against a chum in the two–player split screen mode of, the best way to play the game. We're back in Brazil here, zooming around at a fair old pace.

F1

Things get better second time around," sang *ABC*'s Martin Fry back in the Eighties, although they rarely do. *F1* (that means Formula 1, as in car racing) is a revamped version of *Vroom Multiplay*. There are 12 World Championship circuits to race where you pit your wits against the top drivers in the Championship mode. In the Arcade mode, you are set a quota of cars to overtake which increases as you get more successful. Choose from four levels; Novice, Amateur, Professional and Expert (where the drivers are demons).

The split screen mode enables you to race a friend, and this is the best way to play. Control options include joystick and mouse and although using a mouse is initially difficult, once mastered it's an extremely effective control method. The graphics are bright and the racing is quick, and although it's not as realistic as *F1GP*, it's still a very playable game. Enough options to keep Murray Walker happy.

Steve Bradley

F1



PROGRAMMERS
In house

PUBLISHER
Domark 081-780 2222

PRICE
£25.99

RELEASED
Out now

84%

LAC



This is the main *LAC* options screen. From here you can buy the usual accessories (furry dice, air fresheners etc), select your drivers and tracks and carry out repairs.

Hmmm, seen this somewhere before methinks. Ah yes, *Crazy Cars III* (*AF*38 93%), that was it and here it returns for another crack at the charts, only now with an official Lamborghini licence and a new name (but not a new price).

Italian cars (Lamborghini Countach, if my memory of Top Trumps serves me correctly) racing the freeways of America, gambling, and some evil looking characters are the fine ingredients in this er, crazy race game.

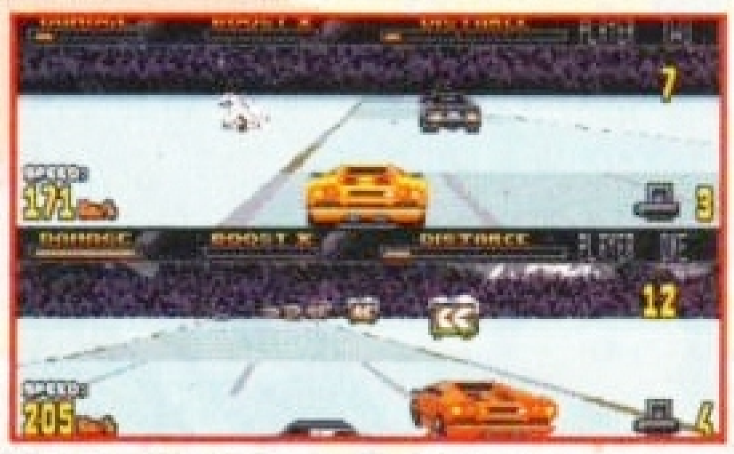
There are a whole host of tracks to race, some with the added bonus of patrolling coppers and with variable weather conditions and tough opponents to overcome, it's a real challenge.



Spare parts are available from a handily placed shop (it's on screen) though you need money to buy them which you get from winning races. Or if you prefer, you can bet against your opponents and take the pot if you finish ahead of them.

There is a nice feel to this, particularly using the CD32 joypad – prod ed Rich was soundly slaughtered. Oh, I forgot to mention, this version has a two-player option (unlike *Crazy Cars III*) using a split screen mode which adds to the fun.

Lamborghini American Challenge is better than its pal, *Crazy Cars III* but there are many good racing games available at half the price. At £26 this one is for racing game addicts only.


This icy track is most definitely not a major contribution to road safety.


It's nip and tuck as prod ed Rich and 'The Boy' Bradley burn rubber.

LAMBORGHINI AMERICAN CHALLENGE



PROGRAMMERS
In house

PUBLISHER
Titus Software
071-700 2119

PRICE
£25.99

RELEASED
Early February

79%

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YOUNG MERLIN and Aladdin

Magical mayhem hits the SNES



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Turn to page 92...

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...or pussy? Atari's 64-Bit console. Is it any good, then?

"Totally, totally, totally addictive"
The best Mega Drive game of the year?
Turn to Page 72

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RE-RELEASES

You know, some people go through a sort of emotional crisis as the old year draws to a close and the new one begins. Stephen Bradley has started listening to Gilbert O'Sullivan. Luckily, he finished checking out all the latest re-releases before this sad event...

Phone numbers
The Hit Squad 061-832 6633
UBI Soft 0235 851852
21st Century Entertainment 081-343 9055
Corkers 0332 297797

PARASOL STARS

The Hit Squad ■ £9.99 ■ Reviewed *AF*36, 87%



Inspired by Mary Poppins, Bub and Bob never fail to take an umbrella on their adventures.

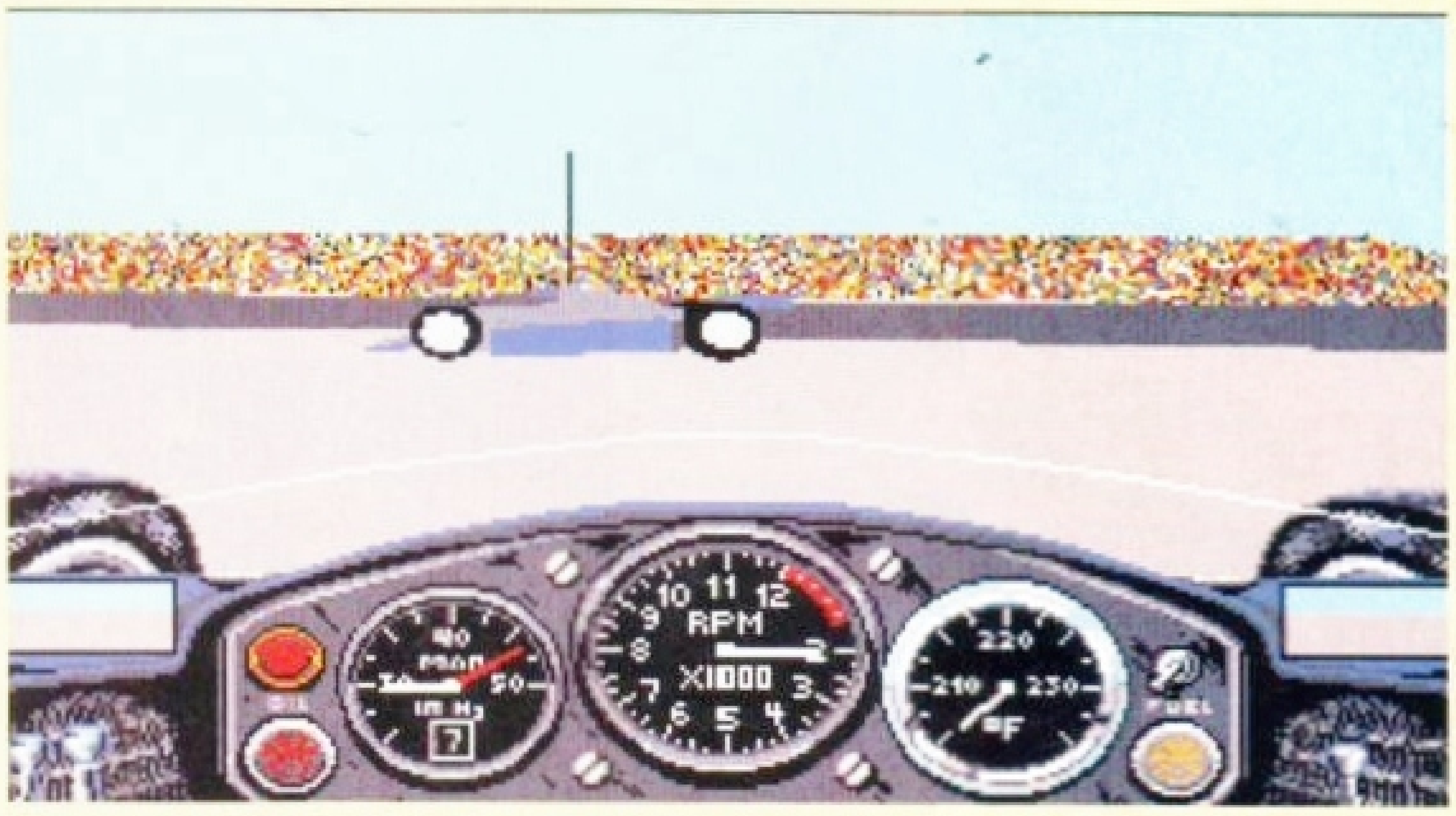
Paralysed by a parasol, battered by a brolly and generally undermined by an umbrella. Brothers in arms (and in dire straits), Bub and Bob are back from the *Rainbow Islands* on a quest to rid the universe of evil Chaostikham. Whack the water drops against the baddies or simply spike them with your brolly in this multi-level, Mary Poppins-on-acid platformer extravaganza.

The worlds include Music, Woodland, and Ocean among many others, and the monsters are themed accordingly. Colourful graphics, a feast of pick-ups, fantastic gameplay, and under a tenner too (ouch, don't squash me Pavarotti – ha ha).

9/10

INDIANAPOLIS 500

Hit Squad ■ £12.99 ■ Reviewed *AF*17 92%



These cars are hot to handle and it won't be long before you're spinning across the grass.

There is a far greater awareness of Indy 500 now that Nigel Mansell races in it. As boring first sentences go, that's up there with the best of them. Now three years old, *Indianapolis 500* is a veteran of the racing genre, yet still one of its best examples. The first thing you notice is the sound – positively rip-roaring. And these machines are tough to control as you fly around clipping the walls so be prepared to crash a lot at first. All the usual racy options are included but it's sheer playability that makes this stand out from the crowd. Zooming around avoiding crashed cars, *Indianapolis 500* is not for the faint-hearted.

8/10

CHUCK ROCK

Corkers ■ £9.99 ■ Reviewed *AF*22, 80%



Neanderthal platform frolics are the order of the day in this everyday tale of prehistoric retribution.

Life was good for Chuck until a bequiffed cove going by the name of Gary Gritter nicked his lass Ophelia. Charles must retrieve his sweetheart before the Leader of the Gang has her for keeps. With a huge beer-belly and the ability to chuck rocks, our hero sets off on five huge levels of perilous, prehistoric, platform pandemonium. Those who witnessed the wrestling bouts between Giant Haystacks and Big Daddy in the '70s will appreciate Chuck's skills to the full. *Chuck Rock* is slightly dated but still stands up to many of today's full price releases. But as we say in Yorkshire, "If Gary wants t' Ophelia, run like hell."

7/10

PINBALL SPECIAL EDITION

21st Century Entertainment ■ Pinball Dreams ■ £34.99 ■ Reviewed *AF*33 84% ■ Pinball Fantasies ■ Reviewed *AF*41 90%



Some claim pinball is a science while others think it to be no more than a question of fate.

Now elevated to Olympic status (honest), pinball is a sport that everyone bar-none at *Amiga Format* participates in at the local Bath hostelries. At last, the two definitive pinball games are in one package and even at £35, they're a bargain. The eight tables, all with individual quirks and super smooth scrolling will have you addicted before you can say "shooter".

Pinball Fantasies is the gem. More flippers, more variety, fabulous graphics and soundtracks which you can turn off when they begin to grate. The spot effects are excellent – bells, bangs, pops whistles, and many more. The themed tables, Partyland, Speed Devils, Billion Dollar Gameshow and Stones 'n Bones are all magnificent but everyone has their own particular favourite, and I'm at one with Partyland (I wish). Multi-ball next time please.

9/10

F-29 RETALIATOR

Hit Squad ■ £12.99 ■ Reviewed *AF*11 92%



Blast your way across the highest heavens, shooting from the hip. Fly me to the moon, I want to play among the stars.

Destruction, not surprisingly, is the name of the game as you take control of a fighter aircraft and blast across one of four areas of the world: Europe, America, Pacific and the Middle East.

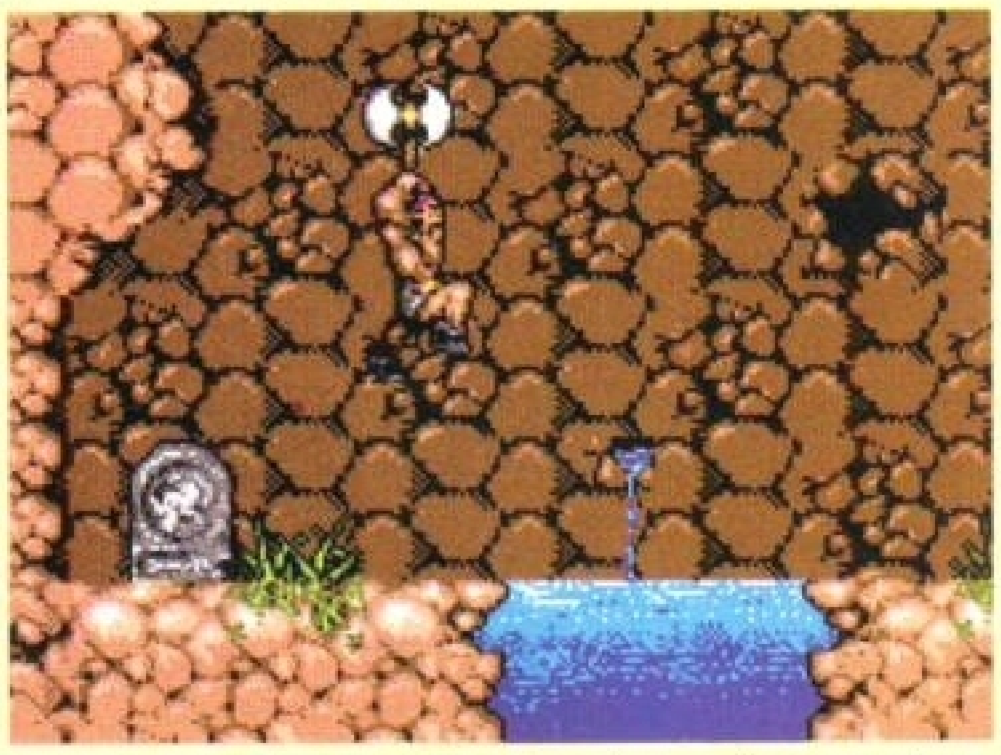
The two planes on offer are the Gruman F–29 and the Lockheed F–22. Unlike some flight sims, the emphasis is very much on action here rather than on the technical side of flying, so you get more chance to 'do the business'.

Now, some three and a half years old, *F-29 Retaliator* is just one of a plethora of similar flight sims. But it flies well, the 3D action is fast and the spot effects are good. Also, the missions are varied and with several difficulty levels to chose from you can make the game more challenging as you improve. Of course, the same can be said for many of the other flight sims, but *F–29 Retaliator* is a particularly good buy at only 13 quid.

8/10

TORVAK THE WARRIOR

Corkers ■ £9.99 ■ Reviewed *AF*17 69%



One of most ponderous platform spites of them all, Torvak often gets slayed by the woman from number 23 with the net curtains.

Imagine, if you will, a place where the folk from *Gladiators* are banished to, after the Second Coming of Lord Reith. Poor old Wolf (big chap, wild hair) finds himself stuck in a dodgy platform/adventure game with slower reflexes than the Queen Mother (and his name has been changed to Torvak).

In this ravaged homeland, you must battle monsters, and collect pick-ups before facing the evil Necromancer – a general all-round loony. There are 15 levels to tackle and five guardians to overcome, but once you get the hang of the fighting moves it's just a case of plodding through them. *Torvak* is slow ponderous, and rather dull.

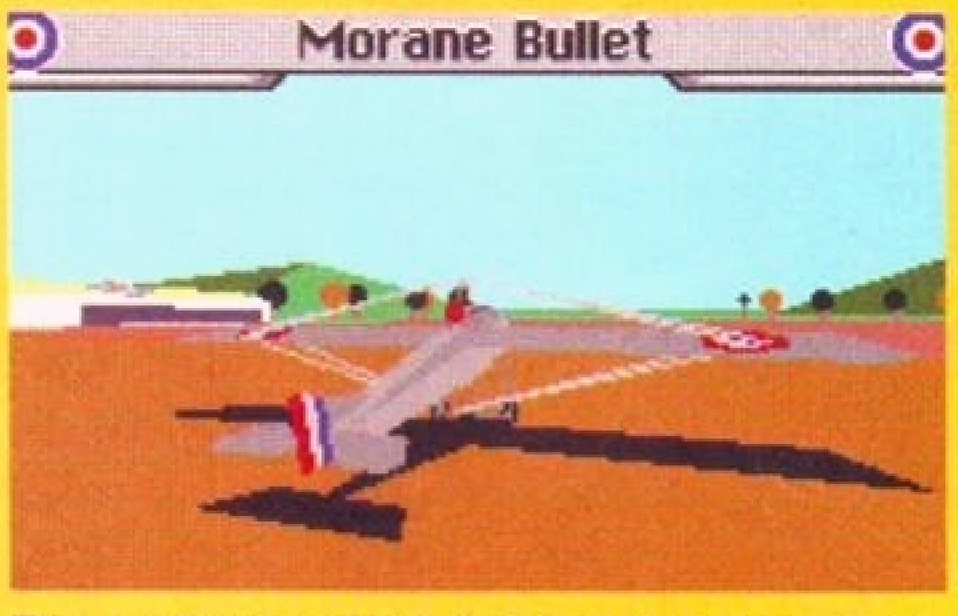
5/10

THE LORDS OF POWER

UBI Soft ■ £34.99 ■ Compilation



'Sub Mariner', is a term originating from the town of Ipswich, and a popular cry in the latter part of the 1970s.



Flying machines were invented principally to hold magnificent men. Unfortunately, the Red Baron

SILENT SERVICE 2

Reviewed *AF*28 82%

This may well be familiar territory for some our male American readers between the ages of 70 and 100 who happened to be on the submarines during the Second World War.

Take command of a US submarine in the Pacific in this strategy-on-the-high-seas affair. The enemy are the Japanese and you're out to hunt down their 45,000 tonners (thems are ships for all you landlubbers out there). The crew members kindly compile charts for you which tell you the bearings of enemy ships but as they say on *Blind Date*, the decisions are yours. Plenty of missions and easily identifiable icons make this enjoyable, if rather specialised fare, so don't expect to boot it up and blow everything out of the water before lunch.

RED BARON

Reviewed *AF*32 39%

The flight simulator of the pack, *Red Baron* flies in on the crest of a wave, albeit very slowly. Included in the package is a Realism Panel which enables you to make it more er, realistic. The options include pilot blackouts, carburettor freezes, gun jams and sun–blind spots. Inevitably, these occasional mishaps keep you on your toes. Mind, if they all happen at once you're in serious bother (not that they do).

Graphically attractive, and with all the usual flighty options, you battle the skies in World War One dogfights but the whole thing is just too slow. There is a local byelaw which says that there must be a dog in every compilation (rarely broken) and in the case of this one *Red Baron* is most definitely it.

RAILROAD TYCOON

Reviewed *AF*22 92%



Trains provide a timeless source of inspiration for popular songs. Funny how all the engines seem to runaway though.

Steaming in, but bearing scant resemblance to *Thomas the Tank Engine II* is *Railroad Tycoon*, an everyday tale of ambition and greed, where even those from the wrong side of the tracks can find their station in life. Actually, this mouse-clicking strategy game is an economic minefield with cut-throat competition to contend with. The aim is simple; make money, build railways (repeat to fade).

There are four different maps on which you can play: England, Europe and both Eastern and Western USA. Success depends on your ability to balance your investments, make a profit and expand and improve your railroad services. For those with time on their hands, it's addictive stuff. Recommended.

THE PERFECT GENERAL

Reviewed *AF*37 82%



There can surely be no such thing as a perfect general as even a supreme tactician must occasionally get smelly socks.

Fourteen different scenarios here in this strategic war game ranging from minor skirmishes to huge sieges. *The Perfect General* is not the prettiest of games, nor are the samples impressive, but once you get down to the action there is quite a hook. Your task is to take control of towns while fighting the opposition, and its all works best in two-player mode.

Altogether this is an impressive compilation despite *Red Baron*. You will need to format a couple of disks for each game and they all take a while to load, but *The Lords of Power* is worth checking out if you've got time on your hands.

8/10

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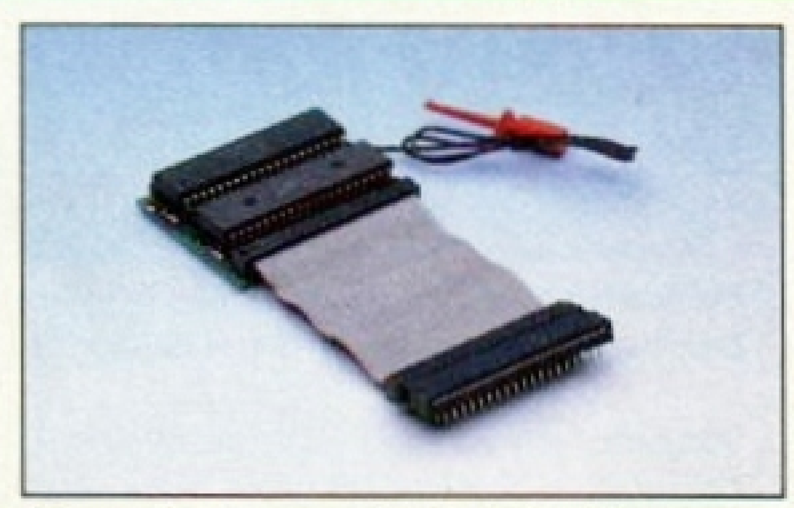
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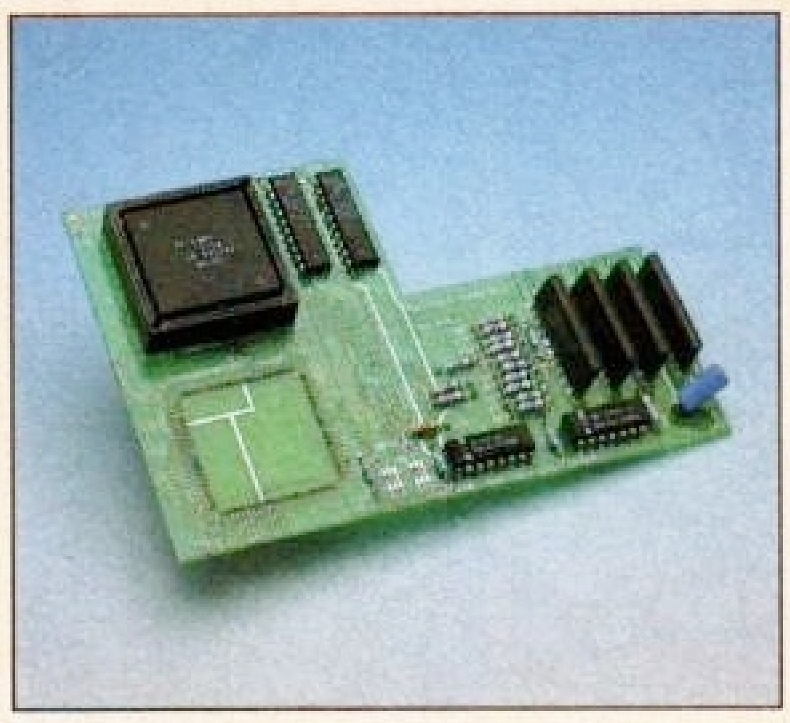
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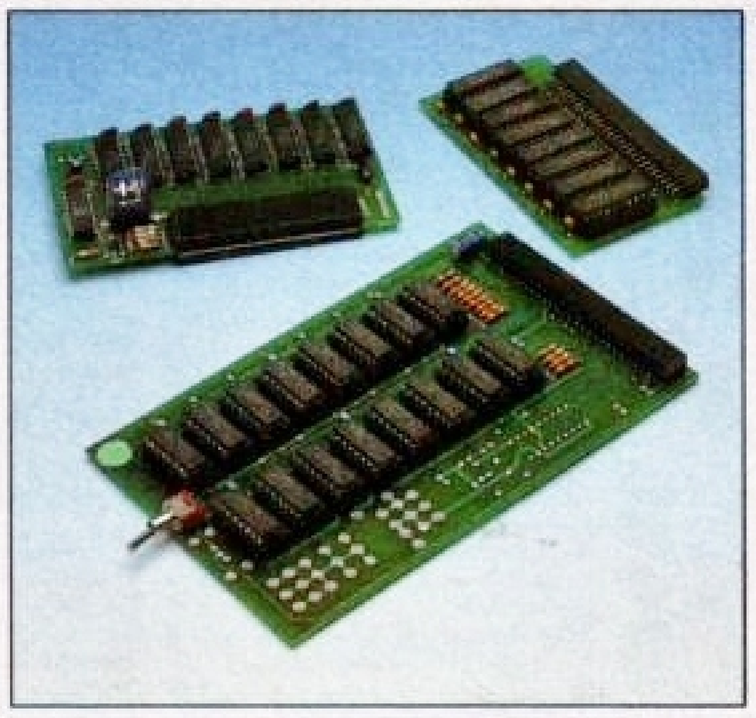
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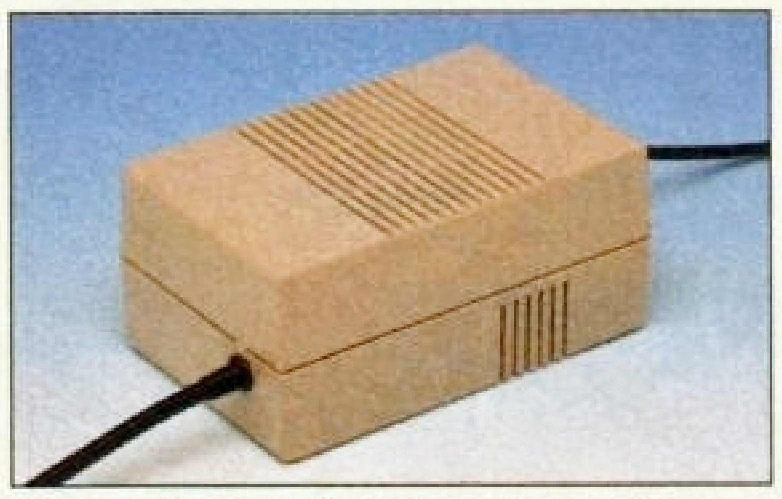
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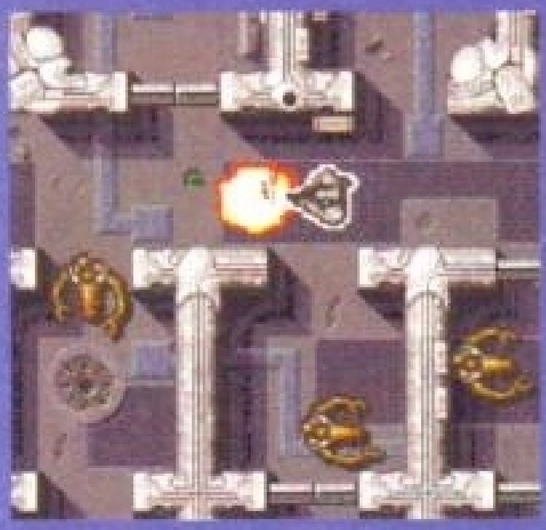
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Chart Busters

ALIEN BREED 2
Reviewed AF54 80%
Team 17 ● 0924 291867


Give those aliens a good pasting with some handy level codes and cheats from J Harewen.

LEVEL CODES

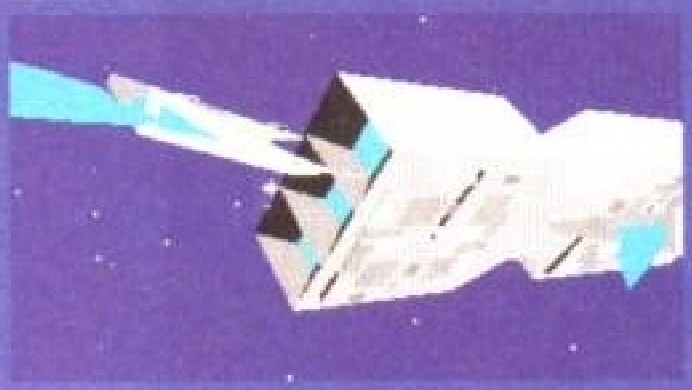
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3.	108383	11.	090921
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098654	Start with ten lives.
736363	50,000 credits at start.
243	50,000 credits at start.
433	50,000 credits at start.
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000000	Start with ten lives.

J Harewen, Tonbridge, Kent

FRONTIER: ELITE 2
Reviewed *AF54* FG90%
Gametek ● 0753 553445


Follow our cheat to get powered up in David Braben's superb *Frontier: Elite 2*.

Here's a handy cheat to help you get hold of the biggest and most powerful ship:

1. Start on Mars and sell your IMW Beam Laser.
2. Buy an Extra Passenger Cabin.
3. Go to the Bulletin Board.
4. Take on a Passenger.
5. Return to the Shipyard and go to New and Reconditioned Ships.
6. Buy the Interplanetary Shuttle (press <1> instead of clicking).
7. Repeat Steps 1-6 as many times as you like.
8. Taxi your passenger to wherever they want to go.
9. Buy the biggest ship and all your upgrades.
10. Now create havoc and have lots of money for it.

Chris Cross, Rhyl

PREMIER MANAGER 2
Reviewed AF53 89%
Gremlin ● 0742 753423



Winning £1 million or getting your stadium demolished are among the Bandit options.

Go to the telephone and dial 000123 to get Bandit Cheat 1 which is like a fruit machine. Press the Space bar to start and F1, F2, F3 to hold.

You can win a team of superduds (three skulls), or you can lose £1 million (three red money signs), or you can win £1 million (three green money signs). You might get your stadium demolished (three stadium signs with bulldozers) or you can win a super stadium (three stadiums). There are also a lot of other things you can win and lose. It costs £1,000 for one shot of the Bandit Cheat.

Roddy Morrison, Glasgow

SYNDICATE
Reviewed AF49 FG91%
Electronic Arts ● 0753 549442

Type these codes into the Company Name bit on the Configuration screen.
NUK THEM – Enables you to start in any country you like.
OWN THEM – All countries are yours.
MARKS TEAM – Gives you a crack team with all the best guys, lots of Cyborgs and everything researched.
MIKES TEAM – Gives you a normal team.
WATCH THE CLOCK – Time goes by quickly. Useful for research.
ROB A BANK – You now have $10 million.

Jasper Druif, Holland

GAME BUSTERS

Don't spend weeks crying in your cereal. Take a butcher's at this month's brilliant selection of top gaming tips and cheats.

CAMPAIGN
Reviewed AF41 79%
Empire ● 081 343 7337

If you find yourself with light tanks facing up to much heavier opposition on the battlefield simulator, use your tanks' speed and ram the enemy vehicles.

Then fully depress your gun and open fire. Within a few rounds the enemy is destroyed. It helps if you attack them from the flank or rear as well.

Kevin Stace, Richmond, North Yorkshire



The Sherman is no match for mighty German weaponry like the Tiger, so treat them like stunt cars and ram the opposition off the road.

JAMES POND 2: ROBOCOD AGA
Reviewed AF49 FG91%
Millennium ● 0223 844894


The halibut hero jets off into the ether in search of the lost penguins and the mysterious Dr Maybe.

First type in O.S. FRIENDLY on the title screen and then press <M> to activate the cheat menu.

Alex Baillie, Saltburn, Cleveland

THEATRE OF DEATH
Reviewed AF54 49%
Psygnosis ● 051–709 5755


If you were foolish enough to buy this game in the first place, you need all the help you can get.

Just enter the following password to get straight to the *Theatre of Death* Lunar missions.5640531D482C3.

P Mountain, Doncaster

PINBALL FANTASIES
Reviewed AF41 FG90%
21st Century Entertainment
● 0235 851852

Here's a useful cheat to increase your score in *Pinball Fantasies*. Go to the table of your choice and then choose the eight players option. Now player two will score two million when they hit a million, player three gets three million instead of a million and so on. If you're the eighth player you get eight million instead of a paltry million.

Ben Coad, Rochdale

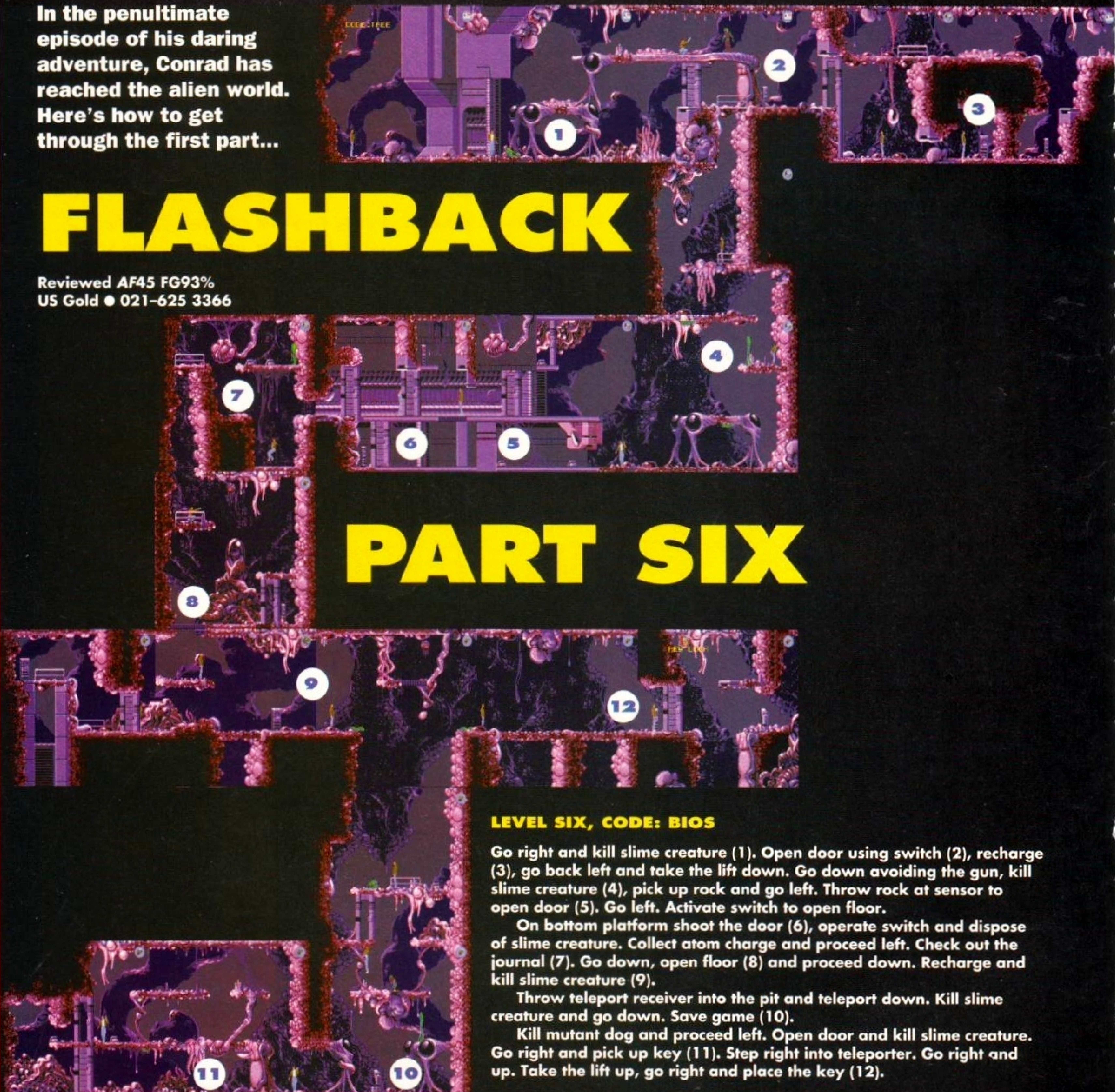

Pinball Fantasies' flippers have a break from the action while the silver ball rattles around the table playing ping-pong with itself.

In the penultimate episode of his daring adventure, Conrad has reached the alien world. Here's how to get through the first part...

FLASHBACK

Reviewed *AF45* FG93%
US Gold ● 021-625 3366

PART SIX



LEVEL SIX, CODE: BIOS

Go right and kill slime creature (1). Open door using switch (2), recharge (3), go back left and take the lift down. Go down avoiding the gun, kill slime creature (4), pick up rock and go left. Throw rock at sensor to open door (5). Go left. Activate switch to open floor.

On bottom platform shoot the door (6), operate switch and dispose of slime creature. Collect atom charge and proceed left. Check out the journal (7). Go down, open floor (8) and proceed down. Recharge and kill slime creature (9).

Throw teleport receiver into the pit and teleport down. Kill slime creature and go down. Save game (10).

Kill mutant dog and proceed left. Open door and kill slime creature. Go right and pick up key (11). Step right into teleporter. Go right and up. Take the lift up, go right and place the key (12).

QWAK

Reviewed *AF53* 85%
Team 17● 0924 291867

Here are some useful tips for that crazy platform caper, *Qwak*.

BASICS

There are eight worlds, and 10 scenes per world. To complete each scene you must collect all the gold keys and make your way through the open door.

EGGS AND BADDIES

Touching a baddie causes the loss of one armour or death. Eggs can be thrown at baddies and it takes one hit to destroy them in World One, two hits in World Two, three hits in World Three, and four hits in World Four upwards.

Big baddies take six hits in World One, eight in World Two, 10 in World Three and 12 hits in World Four and above.

PEACE BONUS

Completing a scene without throwing any eggs gives a bonus of 10,000 points x double world points, and doubles the egg bonus.

EGG BONUS

Collecting the fruits and completing a scene gives an egg bonus. Each fruit is worth one to six fruit points (red equals one, purple equals six). In World One you need four fruit points for an egg bonus, in World Two, you need six fruit points, in World Three, eight fruit points and in World Four and above you need 10 fruit points for an egg bonus.

GEM BONUS

Collecting all six gems gives a gem bonus which starts at 10,000 points and doubles each time you get it. The gem bonus resets to 10,000 points when you die.

ISHAR 2: MESSENGERS OF DOOM


Reviewed *AF50* 79%
Daze ● 071 328 2762

STAGE EIGHT: ZACH'S ISLAND

Go to the town hall at the extreme north-west of the town and use the key to get in. Pick up the idol and go to the temple, west of the bank. Give the idol to the monk who rewards you with the Air Elemental pendant. Go to the bank and take out the rest of the money. Buy arms and food, eat and sleep, but keep 7,100 coins. Return to the harbour and set sail for Akeer's Island.

STAGE NINE: AKEER'S ISLAND

Follow the left wall, moving north around the fortress. In the circular corridor, take the invisible wall to the north. Follow the corridors and enter the flooded area. In the maze, keep taking the corridors to the north until you leave the catacombs. Find three weighing scales. Put exactly 3,550 coins on the first two scales. Return to catacombs. The water should have disappeared. Take the second exit to the south-east. At the end, follow the small underground passage.

In the large room, activate the handle at the south-east end. Take the treasure at the north-west end. Put on the Air Elemental pendant. Continue to the north-east end. Take the first turning to the right. Fight the mummies who attack you using fire-cloud and lightning spells. At the very end, to the south, pick up a skull. Return to the north. Take the access to the east. Stop in front of the wall, take the invisible wall to the south. Pick up the treasure and skull. Return to your initial position in front of the wall. Cross the invisible walls, still moving east. If blocked, take a side-step to the south then continue east. Enter the prisons. You can find more treasures if you pass invisible walls at the end of the maze.

Follow the corridor to the east, kill the lion guard. At the eastern end, use the prison key – the one you took from the monk in the sacrifice chamber – in the lock. All the cells doors now open. Turn around. In the first cell to the right you can find treasures behind an invisible wall. In one of the cells is a blind girl. You must recruit her, so dismiss either the archer or warrior from your team. In the second cell to the south, starting from the west, is a secret passage through an invisible wall.

Follow the corridor and enter a vast room. Beware, this area is cursed: some characters will be inverted. To change them back, you have to cast the curse-lifting spell.



Before you can raid the bank on Zach's Island, you have to attack and kill this little lot in one go. It's far from easy.

Go to the middle of the columns and pick up the living sword. From the centre make return trips to the north, then south, then west. At the end you find either invisible walls with treasures or a secret passage. If it seems like a door isn't there, click on the plate in front of the wall to open the passage. Finally, take the passage to the south-east (beware of the hooks in the ceiling), pass the door, follow the corridor to the south. In front of the grille, release the monkey, then open the passageway. Go to the landing-stage and board the boat. Now sail round the island and land at the fortress entrance again.

STAGE TEN: AKEER'S ISLAND

Return to the corridor with handles by walking right, then moving east all the way. Battle the skeletons and walk past the passageway to the south. Keep going east and take the next bend south. Follow this until you reach a large room. Leave the room by the extreme south-east exit, go south, east and finally turn into a corridor with handles to the north. Head north into the passage and follow the corridors to the west. Beware of the Wizard of Chaos (prepare psychic protection). Kill the wizard. Pick up treasures and skull.

Return to the passage entrance. Take the corridor to the south-east. Beware of the Dangerous Magician. Kill him and check the walls for a secret passage. When you find it click on the button under the eagle heads to open it. Follow the corridor to the north. Place the six skulls on the six scales. Continue along the corridor. Kill guard. Pick up relic. Return to the landing stage. Head back to Zach's Island.

STAGE 11: ZACH'S ISLAND

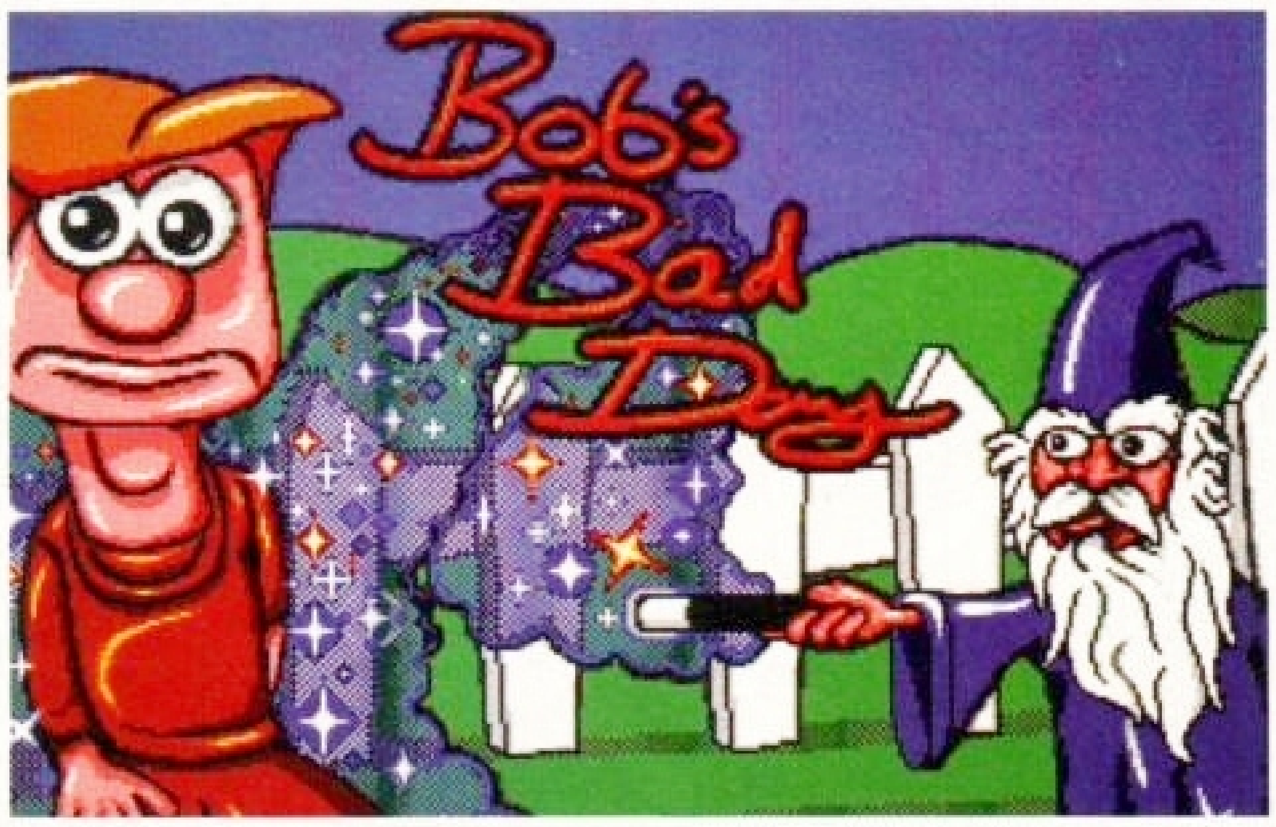
Buy five evening tunics from the clothes shop in a small road leading to the north of the harbour. Put on the tunics and the pendant given to you by the Ent. Go into the Blue Velvet nightclub. Pick up one end of the fortress parchment. For this next part of your quest you need at least 20,000 coins, so embark on a killing spree if you don't have enough. Go north-east of the harbour until you find the cul-de-sac of the four towers. Wait here between midnight and 2am until a dodgy-looking character appears. Give him 20,000 coins and pick up the relic he leaves behind. Buy the ingredients for five anti-vertigo potions (Mildong). Eat and sleep. Now head back to the north-east landing stage of the mountainous Jon's Island.

BOB'S BAD DAY

Reviewed *AF53* 79%
Psygnosis ● 051–709 5755

Here are the codes for the first 50 levels to Psygnosis's curious, fiendishly addictive and even gravity-defying arcade puzzler, *Bob's Bad Day*. The rest of the level codes will be printed in next month's *Amiga Format*.

LEVEL	CODE
1.	ZAABCZOD
2.	ZBFBCYPD
3.	ZBFBCYOD
4.	ZCKBCXND
5.	YBFBCYOD
6.	YCKCCXPD
7.	YCKCDXOE
8.	YDPCDWNE
9.	XBFCDYQE
10.	XCKCDXPE
11.	XCKDDXOE
12.	XDPDDWNE
13.	WCXKEDXQF
14.	WDPDEWPF
15.	WDPDEWOF
16.	WEAEEVNF
17.	VBFEEYQF
18.	VCXEEXPF
19.	VCKEFXOG
20.	VDPEFWNG
21.	UCKFFXOG
22.	UDPFFWPG
23.	UDPFFWOG
24.	UEAFFVNG
25.	TCKFGXOH
26.	TDPGGWPH
27.	TDPGGWOH
28.	TEAGGVNH
29.	SDPGGWQH
30.	SEAGGVPH
31.	SEAHHVOI
32.	SFFHHUNI
33.	RBFHHYQI
34.	RCKHHPXI
35.	RCKHHXOI
36.	RDPIHWNI
37.	OCKIIXQJ
38.	QDPIIWPJ
39.	QDPIIWOJ
40.	QEAIIVNJ
41.	PCKJIXQJ
42.	PDPJIWPJ
43.	PDPJJWOK
44.	PEAJJVNK
45.	ODPJJWQK
46.	OEAKJVPK
47.	OEAKJVOK
48.	OFFKJUNK
49.	NCKKKXOI
50.	NDPKKWPL



If you're having trouble getting to grips with the unusual Psygnosis platform puzzler *Bob's Bad Day*, then take our advice and use these useful level codes.

Big Bob Whiteley,
Wetherby,
West Yorks

HELPING HAND

Games, eh? You spend all that dosh on them and then you spend ages getting stuck in the same place. It's a good job Rob Mead is here to sort you out.

GENERAL BLOGGS STRIKES AGAIN



Desert Strike: a game of strategy, daring and skill, if your disk works OK, that is.

I recently bought *Desert Strike* and have got to the stage on the first mission where you have to pick up General Bloggs. I've destroyed the control centre and a little man runs out, but as soon as I pick him up the disk loads and says "Disk error. Please reboot." What's wrong?

Graham Hedley,
Wingham, Kent

Sounds like your disk is corrupted. Take it back to the shop you bought it from, or send it to Electronic Arts, Customer Services Department, 90 Heron Drive, Langley, Berks SL3 8XP with a brief note explaining the problem. You should get a replacement.

PLUG ALL EXITS

How do you progress from the Dream Mile in *Harlequin*. I've found the switch by the plugs in the Temple of Hur-Ho-Hi, but I can't find any more switches to open the exits. I've looked everywhere, so please can you help?

Mr J Willis,
Bedford

Fortunately, the solution to your problem is an easy one. Now that you've activated the switch, all that you have to do is to go back the same way that you came in.

SHRINKING SPELL

Please help me get off the second level of *Heimdall*. I've blown the horn and flown to the last island, but what do I do now?

Ian Postlethwaite,
Dalton-in-Furness

Walk across the bridge and along the wooden walkway until you're standing between two upright stones. Now cast the Shrinking Spell and you get Freyr's spear. You can now move on to the next level.

PETER PAN PROBLEMS



Are you having trouble finding the three mugs in *Hook*? Well, you can find two of them in the Crossed Swords for a start, and the third one is in the Bait and Tackle.

WE'RE NO MUGS

We've followed the tips in *AF40* for *Hook*, but we are still stuck. After collecting the anchor, the pole and the rope, we went to the Crossed Swords pub where there should be two mugs on the tables, with a third in the Bait and Tackle. However, there's only one mug in each pub, so we can't steal the sleeping man's trousers.

Yvonne Bryant,
Aberdare, Mid-Glamorgan

I'm not sure what's gone wrong here, but the tips we printed in AF40 were correct. The two mugs in the Crossed Swords are on the extreme left by the pirate and on the right by the entrance. The third mug is easily spotted in the Bait and Tackle. Try collecting the Crossed Swords mugs after you've been to Mr Chops. It might make a difference.

HOOK LINE STINKER

I can't get the pirate's uniform in *Hook*. I can collect an anchor, a rope, a roller blind and the washing line hook. I've tried to hook the pirate's jacket off the line, but Mrs Smeedle keeps noticing me.

Ross Hawkes,
Dundee

Combine the anchor and the rope to make a grappling hook. Then go to the Bait and Tackle and use the grappling hook on the clock tower. Do this three times and swing across to the other side of Pirate Square. Try the door handle, Mrs Smeedle will shout out, then swing back before she opens the door. Quickly go back to behind Pirate Square and you should be able to get the pirate's jacket. The timing is tricky but you should be able to get it after a couple of attempts.

MAYONNAISE MALAISE



If you're having probelms with Fingus, Fungus and the Forge in *Gobliins 2*, we can help.

I've reached World Three of *Gobliins 2*, but I'm stuck on the Forge. I've squirted mayonnaise at Focus using Winkle, but Fingus won't jump high enough to take the piece of meat when it's lowered. Why?

Barry Matthias,
Milford Haven, Dyfed

Because you have to get Fingus to stand on the stool to take the meat. You should also take the anvil before moving on to the next screen.

LEISURE SUIT LARRY



After a hard day's leering, there's nothing Larry likes more than a spot of Red Hot and Dutch.

I can't find the number for the pass to get into the casino showroom in *Leisure Suit Larry 3*. I gave the man outside the casino some money and he asked for a number. What is it?

Jason Swales,
London

The number is included as part of the copy protection in the None Tonight Guide section of the manual.

MAGIC POCKETS

Could you give me the warp cheat for the Cave stage in *Magic Pockets*?

Callie Groom,
Somewhere

In the first section of the caves, make a Transporter Helmet and enter the Secret Room. Then make another Transporter Helmet, but before you enter the second Secret Room, collect one silver star – there's a gold star inside the second Secret Room and if you have a silver star in your possession you can make a Transporter Helmet. Put this Helmet on inside this second Secret Room, you're warped to the first section of the Jungle.

READERS' WRITES

YOLK'S ON US

Apparently we gave the wrong answer to the question about *Dizzy, Prince of the Yolkfolk* in *AF52*. Rob of Newport, Isle of Wight sent in this alternative solution

If you have the sheet, needle and thread, you must have the scissors as well. Take all three up the middle mast. Use the scissors to cut the ties and drop the mainsail. Climb down one level, find the hole in the sail and repair it with the sheet, needle and thread. Keep the scissors because you will need them again.

WIZKID TIPS

In *AF52* Gary Armstrong was having a little trouble getting to grips with *Wizkid*. Here's a tip for him: Go to the shop with at least £100 and all five of the stars. This will give you another £100.

Michael Carter,
Georgham, North Devon



Magic Pockets: a particularly cool game, unless you're having Transporter Helmet problems.

BEAMING WILLY

Please could you help me with a problem I've got with *Willy Beamish*? I am stuck in Toothsweet. The guard has captured and imprisoned me and I can't get out. Can you help?

Darren Guy,
Sheffield

To get past the guard, you must put the GI Jim dogtags and the Nintari necklace together. Use them to hypnotise the guard. The correct hypnotic phrase can be found in Willy's Meed notebooklet.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



Hi,
Some of you have no doubt heard my **Radio 1** announcement that I'm off to the good old **USA** at the end of January 1994. After months of negotiations with my Bosses at the BBC I've landed the job of a lifetime as Radio 1's official West Coast correspondent. I'll be reporting live and Direct from Los Angeles and San Francisco with the odd Trip to New York thrown in for good measure. And so although I'll be living most of the year stateside I'm still going to be very much part of the Radio 1 network, and best of all I'm definately going to keep you Indi customers updated with all the latest computer news as well as the up to the minute games releases in L.A. and the UK.
So as soon as I've finished working on my suntan I'll be busy on the keyboard, reporting to everyone at Indi as usual.
Keep watching this space.
Best wishes
J.B

STOP PRESS !!! Commodore have today announced that the best selling Amiga CD32 will now have a further two great games bundled with it making 4 in total (5* if you buy from Indi)
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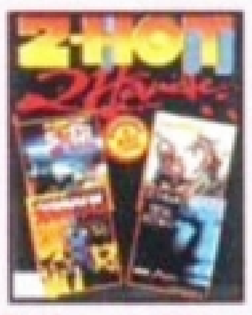
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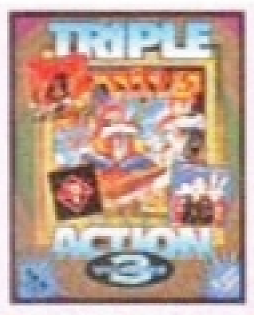
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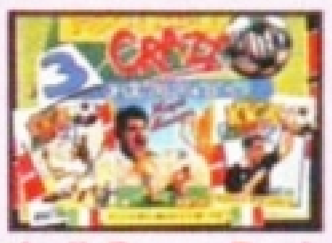
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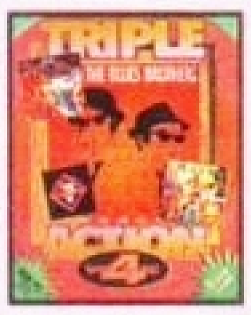


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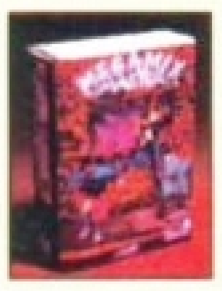
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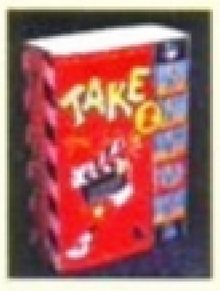
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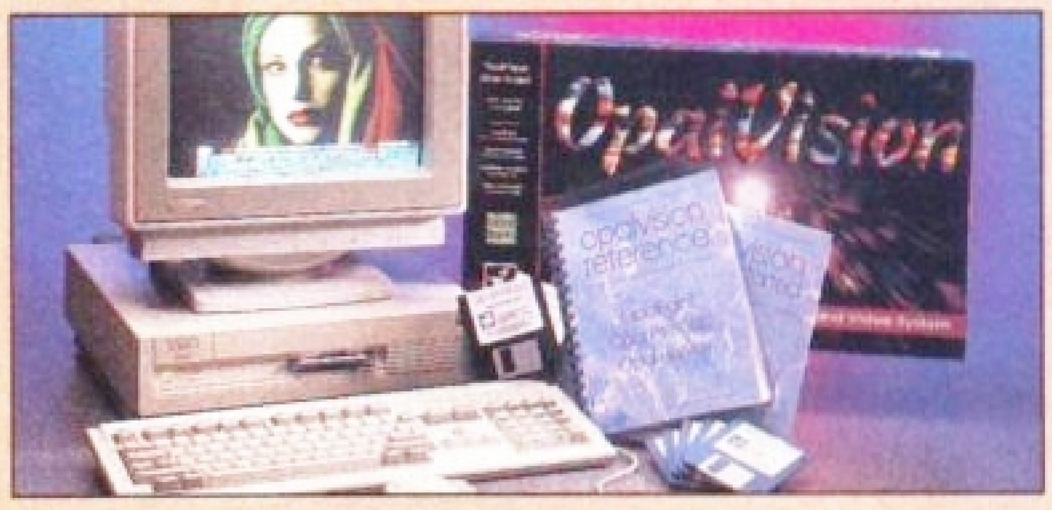
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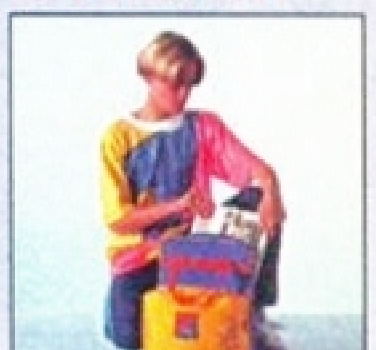
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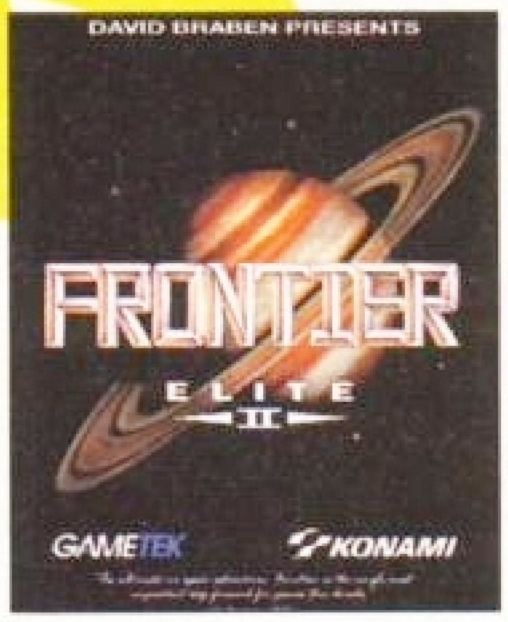
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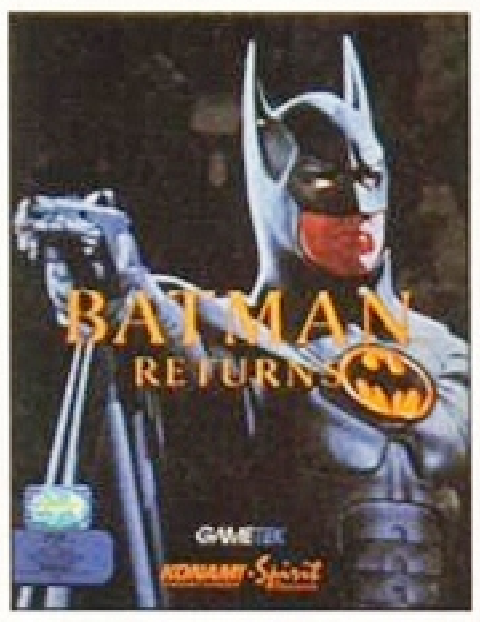
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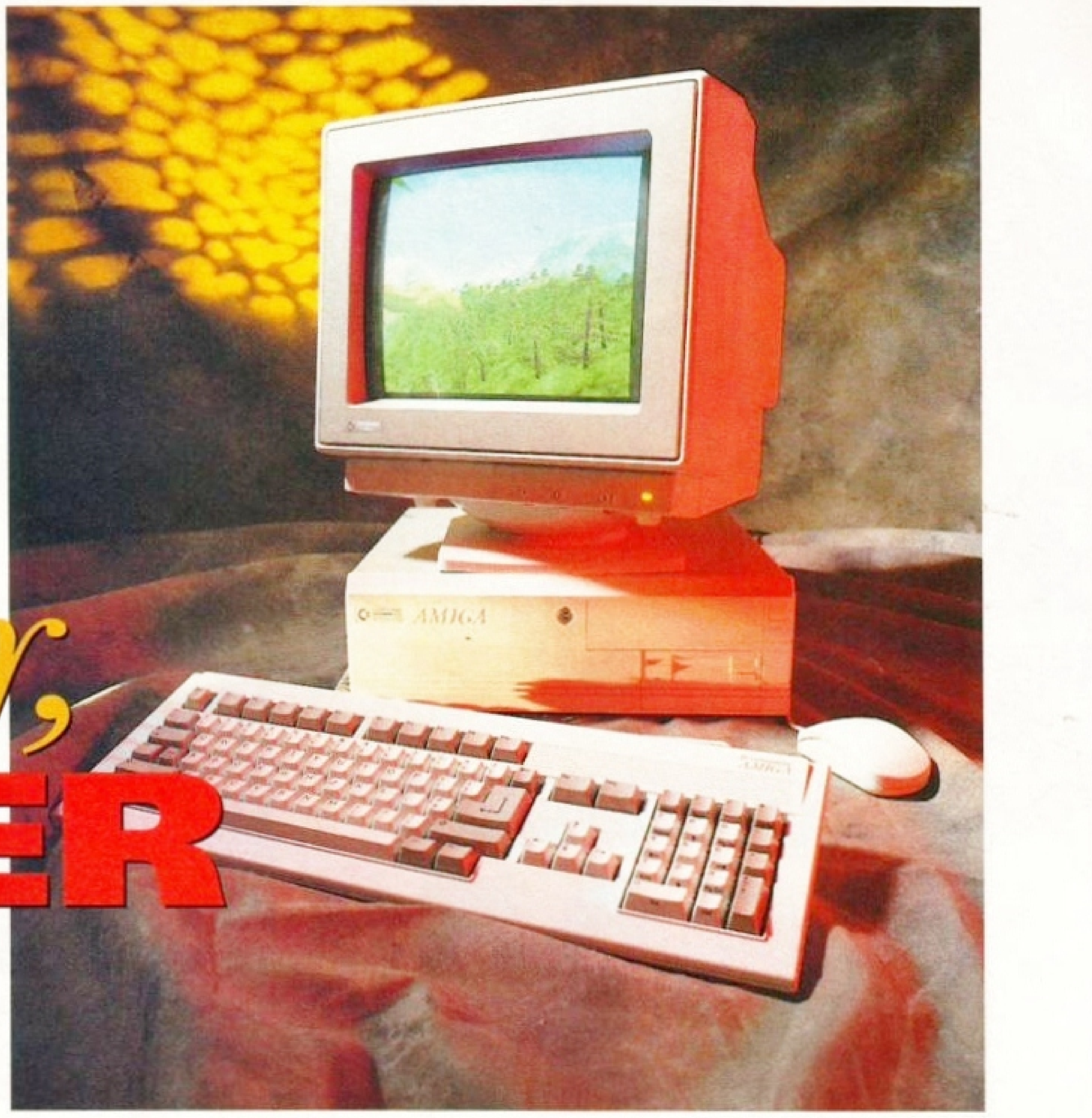
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Armed with his trusty screwdriver and a keen sense of adventure, Richard Baguley, shows you how to power up your A4000/030 by adding an extra hard disk and a Floating Point Unit.

Bigger, better, FASTER



The A4000/030 is already a pretty mean performer, and it's even better with these upgrades.

IN THIS MONTH'S thrilling installment, we will be showing you how to add an extra hard disk and a Floating Point Unit (FPU) to your A4000/30. These two devices are the most popular add-ons for Commodore's big box Amigas , except for extra memory.

"Aha!", I hear you cry, "I've already got 120 or 80Mb of disk space! Why would I want any more?"

The truth of the matter is that you can never have too much disk space. What you have may seem like a lot, but once you start loading up programs such as *Imagine*, and *Art Department Professional*, space will soon begin to get short.

Graphics are exceedingly greedy for disk space, especially if you're working with 24-bit images, which can quite often take up more than a megabyte. Once you start getting into high resolution 24-bit animations, you'll soon understand why people like Foundation Imaging need several gigabytes of space.

The hard disk interface built into the A4000/030 is an IDE (Intelligent Drive Electronics) standard, which can cope with up to two hard disks. One disk is designated as a master drive, and the other is a slave to this. Both drives have their own controllers, and all of the cabling is already included in your A4000/030.

You can easily fit two 3.5–inch drives inside the case, but you will need an extra cable if you are planning to connect a device such as Power's IDE SyQuest drive or a tape streamer, which has to be mounted against the front panel.

ADDING AN FPU TO YOUR A4000/030

If you are adding an FPU running at 25Mhz, all you will need is a chip, preferably the PLCC (Plastic Leadless Chip Carrier) type, although others can be fitted.

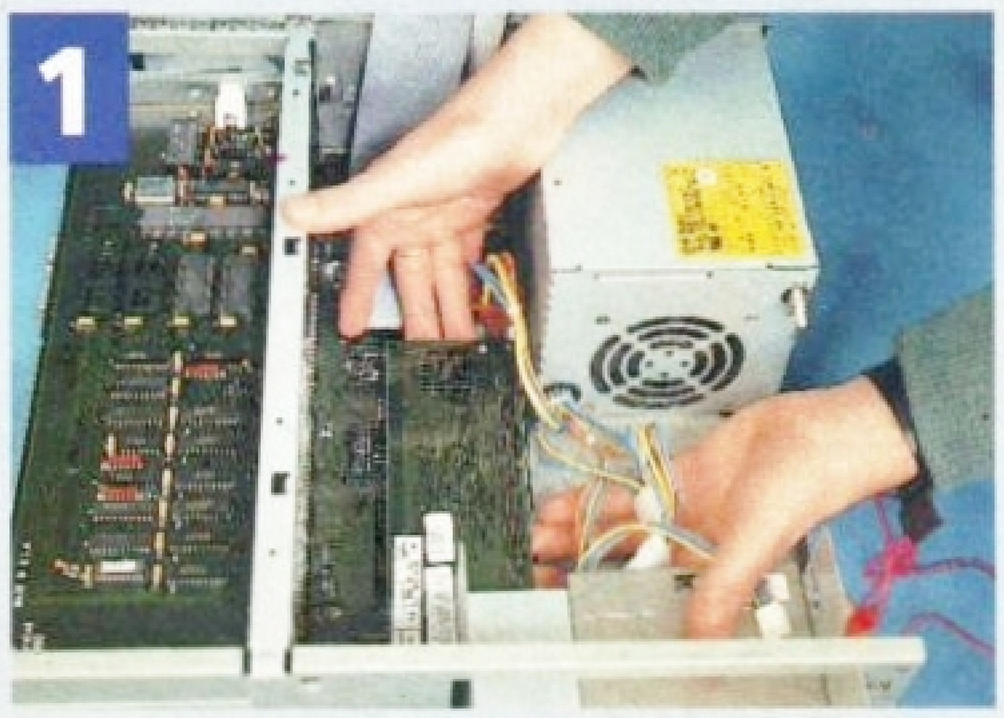
Open the case and remove the hard disk(s). Remove the front panel by squeezing the two clips in the corners. Unscrew the drive bay and pull it out.

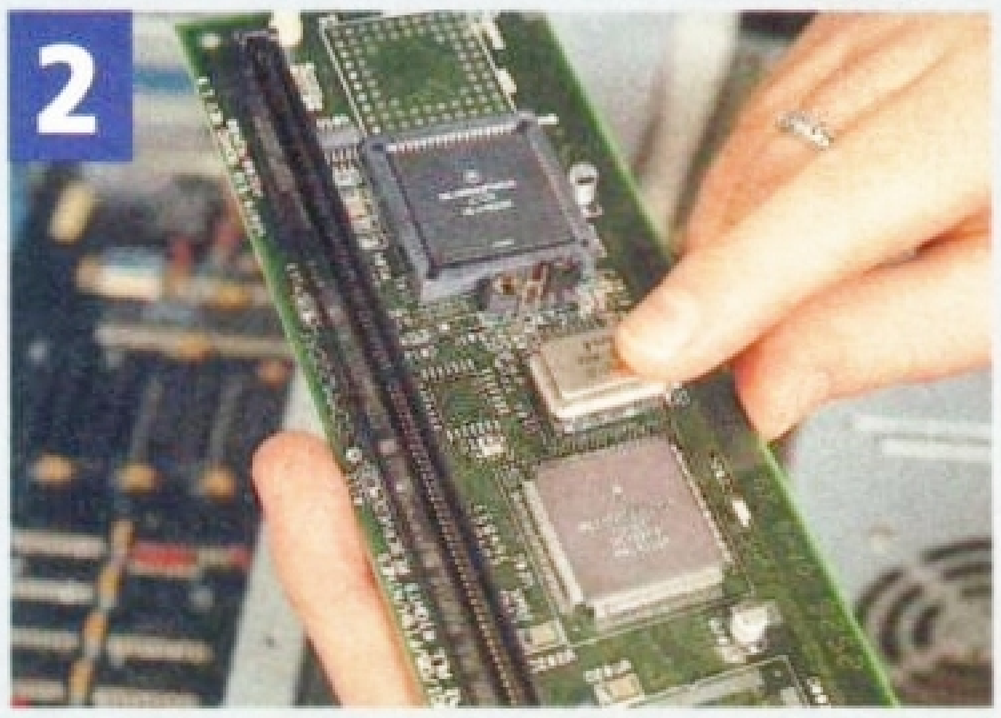
1 **Release the CPU daughterboard by grasping it at both ends and pulling. The two clips holding it should release, and you should be able to pull it out. Be careful to only pull up, as any movement from side to side may damage the connector.**

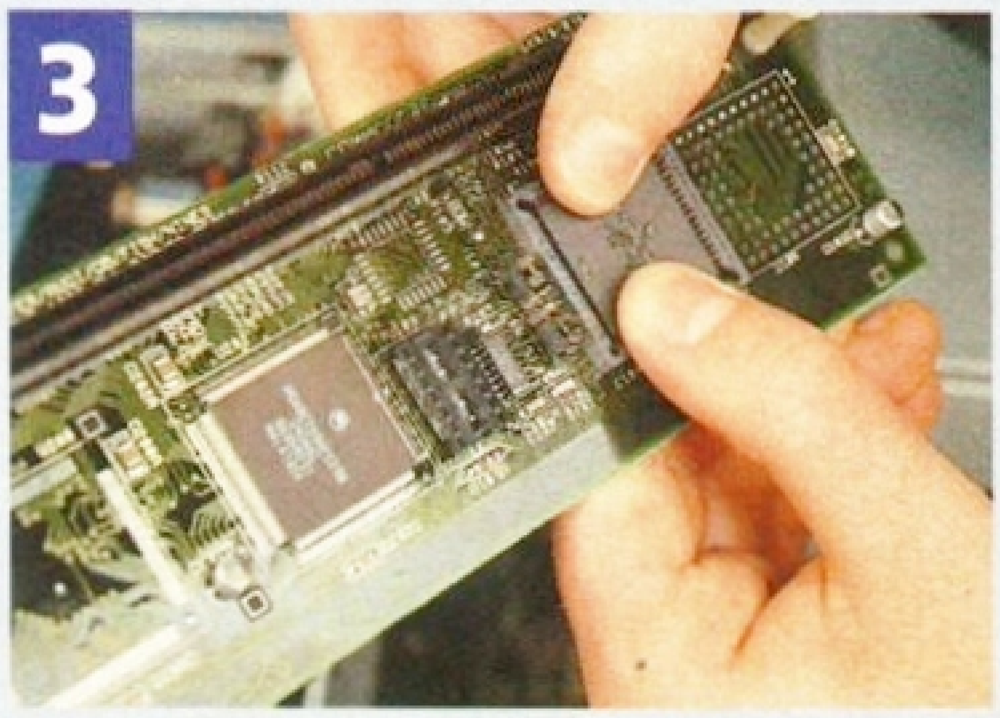
2 **Insert the chip, making sure to align the spot on the chip with the mark on the daughterboard. Inserting the chip may take a fair amount of force, but be careful not to damage the daughterboard. If you are using a chip other than the PLCC type, you will need to move the jumper to the right of the chip.**

3 **If you are adding an FPU with a clock speed different to that of your CPU, you'll also need to add a crystal of the appropriate speed. Solder a socket on to the space on the daughterboard and insert the crystal into this socket. You will also need to move the jumper near the FPU from the SYS setting to the ALT one.**

Now, replace the daughterboard in your Amiga, and put back the drive bay and the hard disks. Put the Amiga's cover back on, and power up your machine. Run a test program such as *AIBB* or *Sysinfo*, and make sure that the FPU is detected.

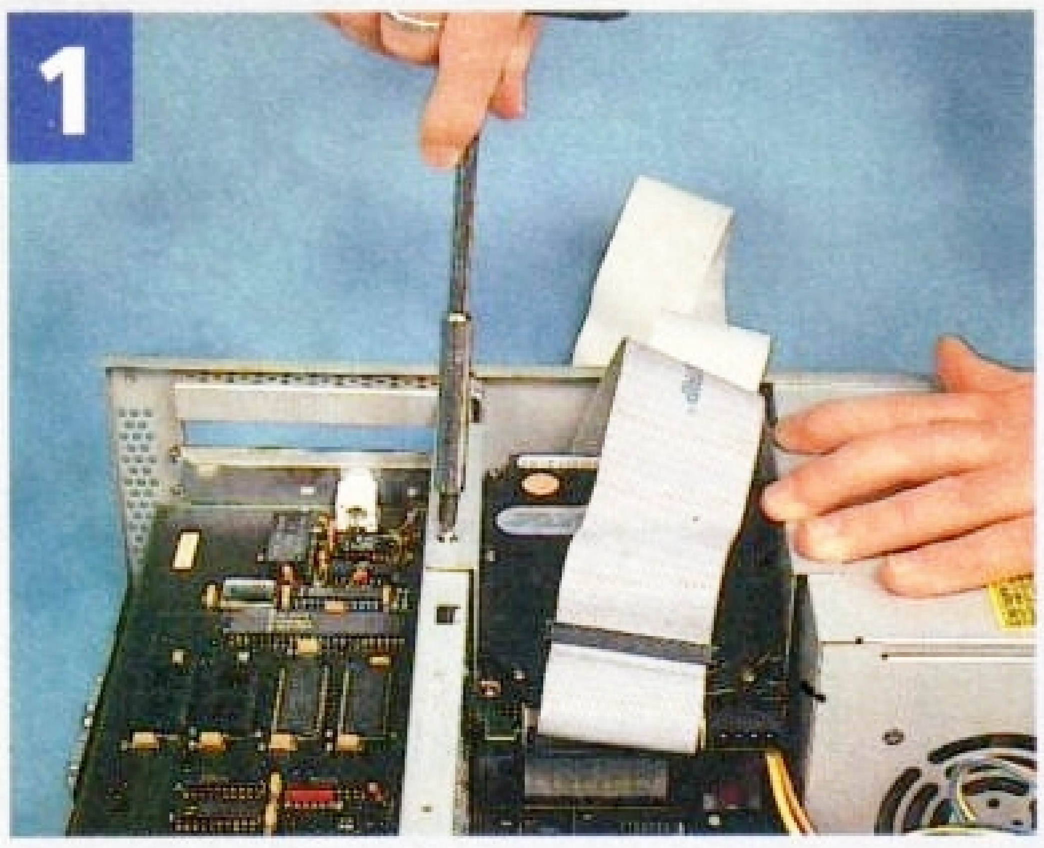

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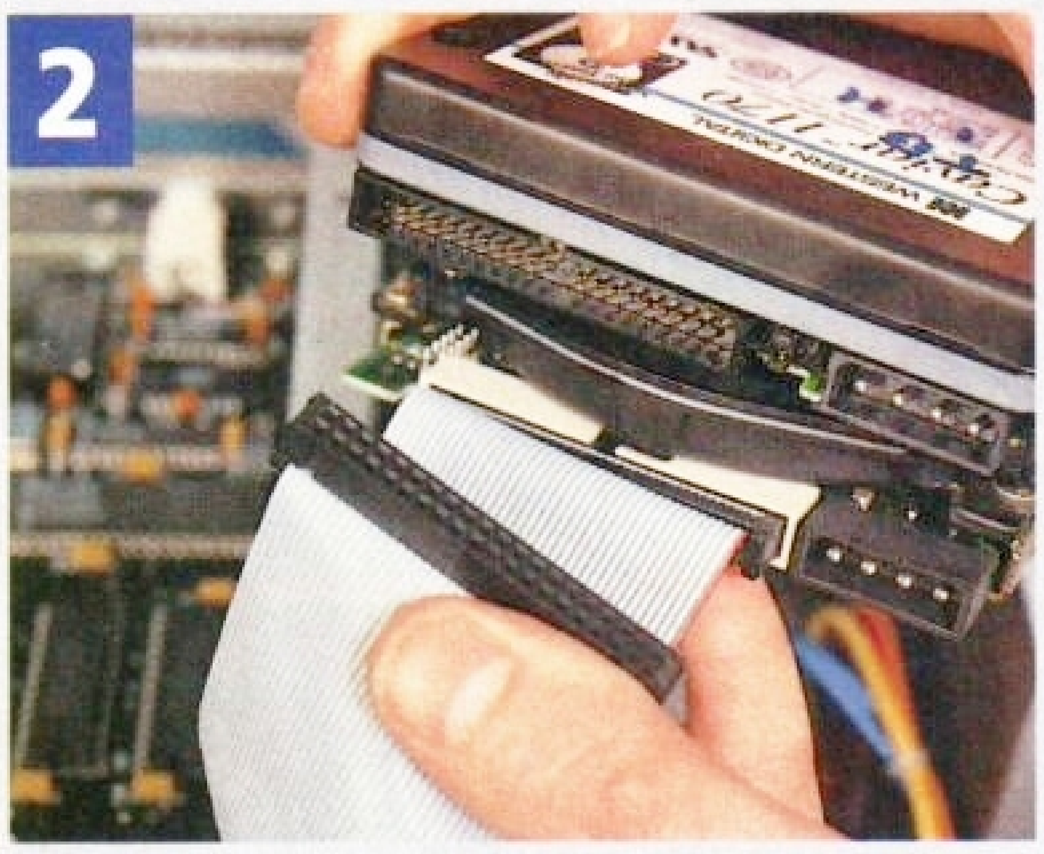

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ADDING A HARD DRIVE

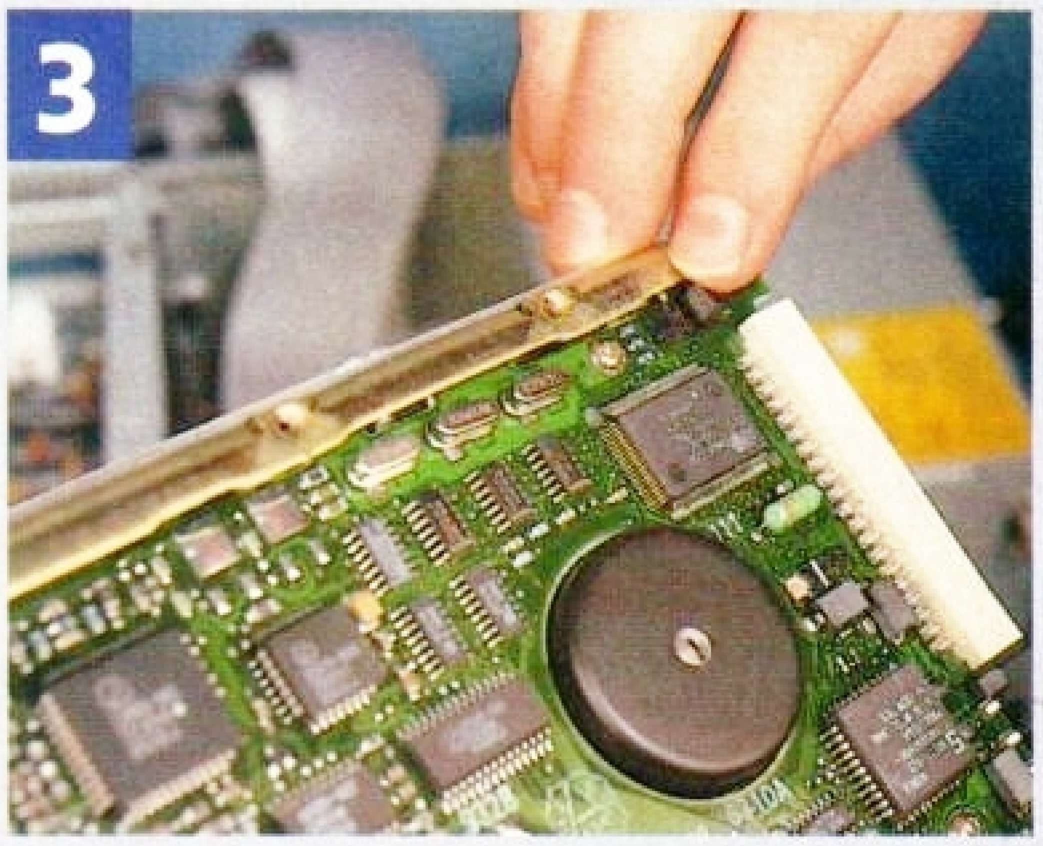
Once you've bought your IDE drive, you have to fit it. Here, we show you how...



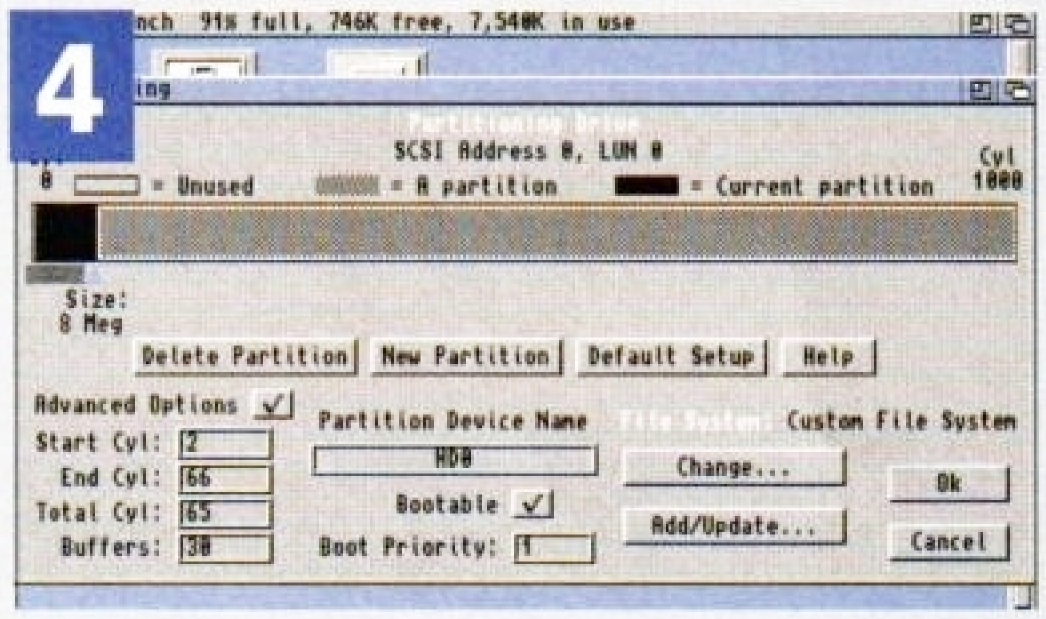
1 Remove the two screws on the back and lift off the Amiga's cover. Remove the four screws which hold the drive in place and lift it out. Remove both cables from the drive.



2 Set the jumpers on both drives. You will need to refer to the manual for the new disk to configure it as a slave drive. The Seagate drive included with the A4000/030 is set to expect a slave drive by putting a jumper on the third set of pins (counting outwards from the 50 way connector) as shown in the picture.



3 Replace both drives in the cradle, and replace this in the machine. Connect the IDE cable and power cables to the drive. Reboot your Amiga.



4 When you reboot, don't be surprised if no icons appear for the second drive. Run *HDtoolbox*, which should pick up the second drive as Address 1. Click on the drive, and select Change Drive Type. Click on Define New, and Read Configuration. This should read the drive attributes. Click on OK, and you should see the drive in the list of types. On the main screen, click on Save Changes To Drive, and Exit. Reboot, and you should see an Icon for the drive. You can now format it

All the cabling you need to install an extra hard disk is already in place, so all you need to do is to get hold of the hard disk mechanism, but check the hard disk is compatible before you buy it.

Certain types if IDE drive refuse to work with other manufacturer's hard drives, or in some cases other models of drive from the same manufacturer. Regrettably, there are no hard and fast guidelines to check compatibility, although we have tested a variety of mechanisms with no problem. The only hard and fast rule is to ensure that the drive you are buying has been tested on an Amiga.

Once you've got hold of a drive, check the box headed Fitting a Hard Drive for details on how to fit it to your machine.

Getting a Floating Point Unit (FPU) for your machine is a slightly more complex matter. The first decision to make is what speed you require. The faster the chip, the faster your machine will run (with applications that see it), but faster chips are more expensive.

We've run a series of tests to show you what sort of speed increase you can expect from the chip (see the box headed Speed Machines). As you can see from these figures, adding an FPU will greatly increase the speed of your ray–traces, but using an FPU that runs at a clock speed faster than that of your CPU gives only a slight increase in speed.

If you want to run the FPU at a different speed to that of the 68030 CPU (25Mhz), you will also need to add a crystal for the FPU. This will involve soldering on to your CPU daughterboard, so it should only be attempted if you are confident about your soldering ability.

There are three types of FPU chip: PGA (Pin Gate Array), PLCC (Plastic Leadless Chip Carrier) and SMT (Surface Mount Technology). The most common is the PLCC, which looks like the Fat Agnus on the A500. You can use a PGA type, but you will need to add a socket to the CPU motherboard, unless you fancy soldering the chip directly on to board.

There's also space for an SMT chip, but fitting this is definitely an operation for the professional only, because it involves soldering directly on to both the chip and the motherboard.

As you can see from the table, adding an FPU can radically increase the speed of you ray-tracing. However, it's interesting to note that adding an even faster FPU doesn't give the sort of improved performance you would expect from nearly doubling the FPU clock speed. This is because the FPU is designed to work best with a CPU of the same speed, so adding a faster one only gives a relatively small speed increase.

SPEED MACHINES

In order to show you the sort of speed increase you can expect from adding a Floating Point Unit to your system, we've run a series of tests to work out the speed of your machine. We carried out the tests using the programs *AIBB* and *Imagine*, from the Coverdisk of issue 53. Where relevant, the Floating Point version of the program was used.

	AIBB1 Floating Point	Imagine2 Scan	Imagine3 Trace	Price4
A4000/030	5.18	17.26	27.37	N/A
25Mhz 68882	9.66	7.12	12.43	£75
40Mhz 68882	9.86	5.47	10.19	£114

1 – This figure shows how many times faster floating point maths operations are than on an A500.

2 – This figure is the time taken to render an *Imagine* scene in Scanline mode.

3 – The time taken to render an *Imagine* scene in Trace mode, which involves many more calculations than Scanline mode.

4 – Prices quoted are from Power Computing (0234 843388)

SCSI YOUR IDE

Many people may prefer to use a SCSI hard disk instead of a IDE one, because the SCSI disk interface is faster and enables you to connect more drives to one Amiga. If you want to do this, you will need an extra interface card, such as the Oktagon 2008 reviewed in this issue, although Commodore are rumoured to be bringing out a version of the A4000 with SCSI built in to the motherboard. SCSI drives work in a different fashion to IDE ones, in that each drive has an individual number which identifies it. This enables you to put up to six drives in any one machine.

DO THE RIGHT THING

Please note that although we have tested the procedures detailed on these pages, you could quite easily damage your machine by not following certain precautions. Always use an anti-static strip, and treat all components with extreme care.

***Amiga Format* and Future Publishing cannot be held responsible for any damage caused to you or your Amiga by the procedures on this page. If you are unsure, get a qualified computer engineer to fit the new components.**

HEY! GOOD LOOKING

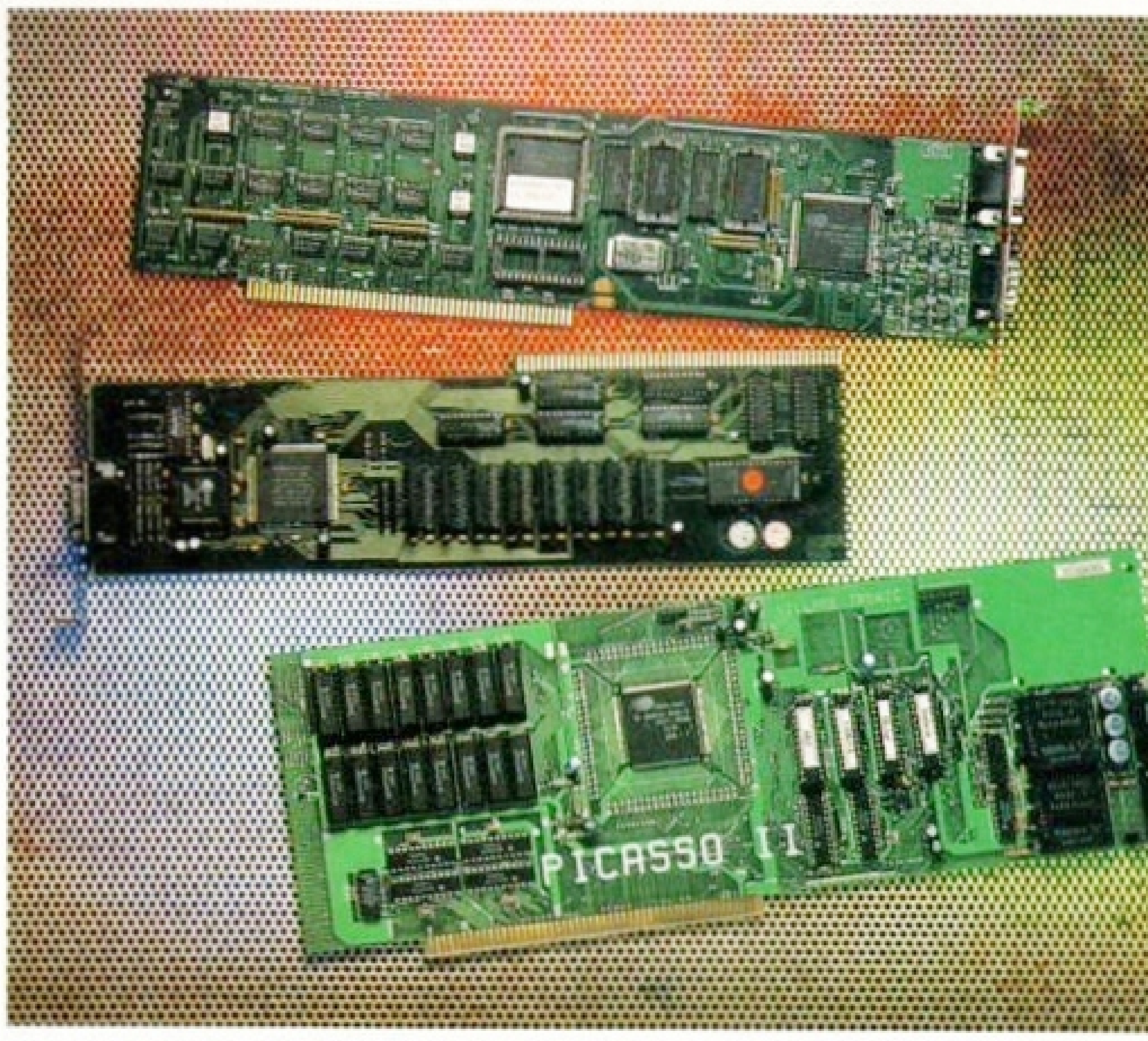
If you want even more than your AGA display modes can offer, or even if you don't have an AGA machine, then it may be worth finding out more about the alternatives. Nick Veitch and Richard Baguley investigate what options you have.

THE AMIGA HAS a very nice graphics chip. It is fast, it can handle lots of display modes, and if you are lucky enough to have an AGA machine you will also be able to display lots and lots of colours. But as with everything else, this sometimes isn't enough. What about nice Super High resolution 24-bit photorealistic displays? Except in rare circumstances, you don't really need them. Few people can tell the difference between a HAM8 image and a 24-bit one – at least not at a distance.

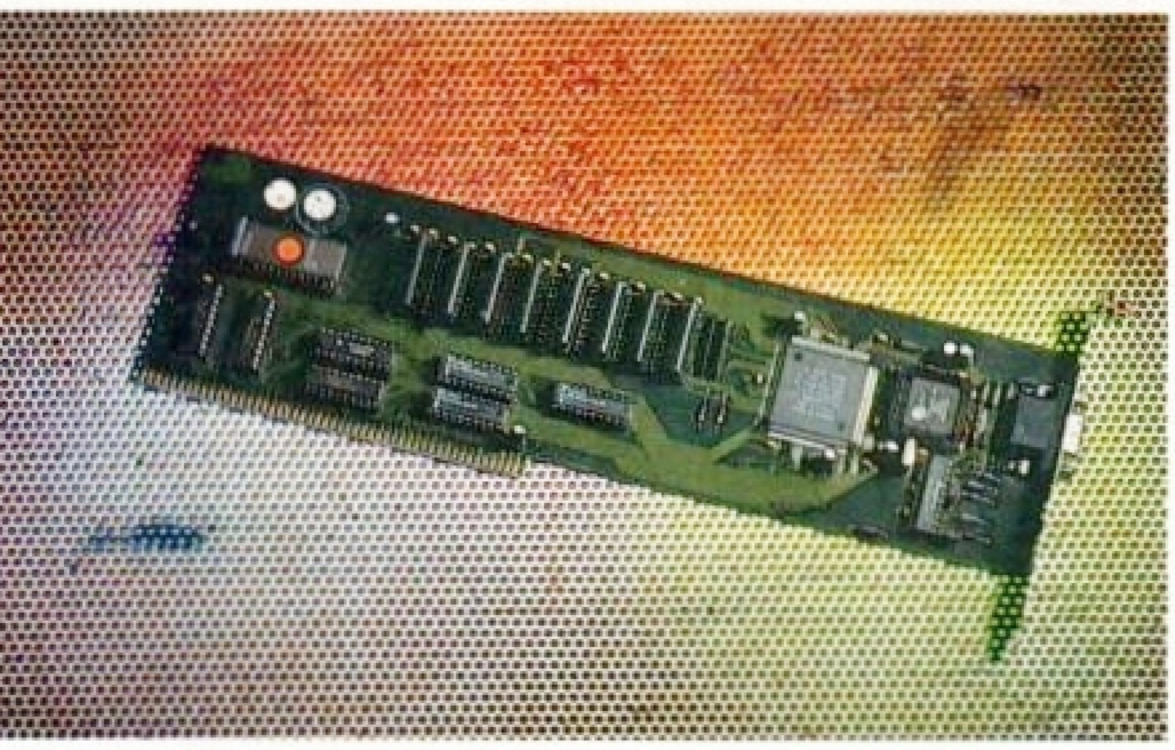
Perhaps the pixel resolution of the screen is more important. A 1200 by 800 screen makes it a lot easier to run certain applications such as image processing software, DTP programs, spreadsheets and the like. This means that those programs must support the new display modes. In effect, the programs have to ask what resolution they are allowed to use and tell the operating system where to draw things. The operating system then has to communicate this information to the display driver. This process is known as "retargetable graphics".

This is a feature which is not yet fully supported by the Amiga Workbench, so display enhancer cards actually have to intercept and replace most of the operating system calls. Thankfully, due to the huge number of display modes available under Workbench 2, most applications software is capable of dealing with custom display sizes.

So if all these cards work in the same way, what's the difference? Read on...



Three cards contending for the crown of ultimate 24-bit card.



The Retina is surely the ultimate in slim-line design.

WHEN JOERG SPRAVE of the German company MacroSystem first said he was working on a 24-bit graphic card which would retail at less than £400, nobody believed him. His further claims that it would enable Workbench to operate in display sizes of up to 1200 by 800 pixels, reduced grown journalists to hysterical laughter. He did it.

The Retina is a deceptively simple card. It appears to be just a display driver chip and a bit of RAM. And that's what it is. Most of the work is done by the software.

A program called *RetinaEmu* intercepts all programs as they start up and when a new screen is requested, *RetinaEmu* analyses the request for size and colour depth and translates it to the nearest available Retina display. If the application being run takes its display parameters from Workbench, the Retina software can force it to open up in any of the Retina screen modes.

RetinaEmu keeps track of all the applications for which it has opened screens. The modes can then be altered manually if you wish, which is useful if your software defaults to an interlaced display when it could run in a non-interlace mode.

The current version of the Retina software also supports the monitor type preferences from WB 2 and 3. This is useful, particularly if you are running some strange multiscan effort. There is a test sequence so you can easily check if your particular monitor is compatible with any given display mode.

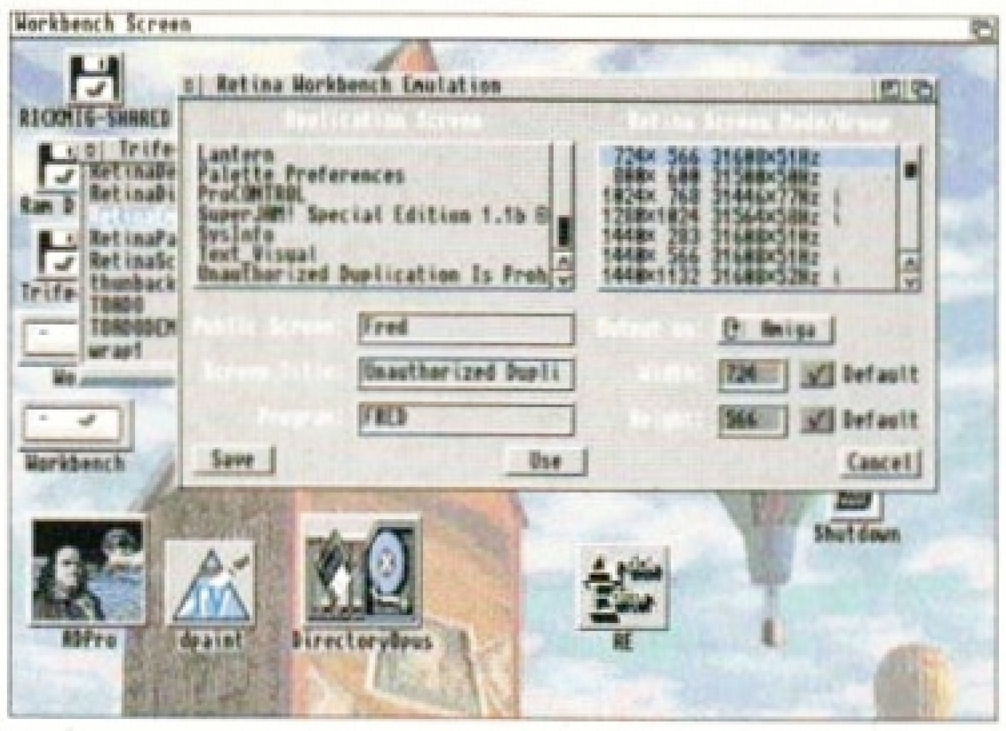
Obviously there is little point in opening a 24-bit display if the program doesn't use more than four colours. Virtually all the screen sizes can also be opened in 16-bit or 12-bit colour.

The Retina board comes with a picture display program, which can show animations as well as still frames, but you need more than the standard 1Mb of video RAM on the card to animate full screen 24-bit displays. The board takes up to 4Mb, which is enough to double-buffer screens for smooth animation. The Retina is also supported by the *Magic Lantern* animation software, which can play animations at around 15 fps without double buffering.

The annoying things about Retina are the lack of a pass-through cable and its inability to display split screens. It is impossible to drag a Retina screen because the software only holds one image in memory at a time. This isn't too restrictive, just a bit irritating. The lack of a pass through cable means you need two monitors or have to constantly swap the cable between two sockets.

Another problem is that there are some non-OS legal programs that will not run properly through the Retina. The major culprit is *DPaint*, which uses multiple screen overlays for its requesters and tool boxes, and does nasty things with the copper and blitter to map the colours.

Retina is a nice, fast and cheap card, but it is not as easy to use as it could be. It needs more than a software upgrade to keep it ahead of the rest.



The Retinal software, *RetinaEmu*, controls what applications open what type of screen

RETINA

Retina was the first true low cost Workbench graphics extension system. But that was then and this is now, is it still the best?

RETINA

MANUFACTURER
Macro Systems

DISTRIBUTOR
Amiga Centre Scotland 0896 87583

PRICE
1 Mb – £345

RELEASE
Out now

SPEED ●●●
Graphics operations are reasonably fast thanks to the exceptionally quick video RAM.

ACCESSIBILITY ●●●●
Installing is simple, in use it is even simpler. Programmer resources are also included.

FEATURES ●●●
No pass-through and no screen drag, but it does support the widest range of resolutions and comes with *ADPro* support.

VALUE ●●●
Not a bad price, considering the bundled paint package and all the support files.

VERDICT

" A workable solution and one which has advantages over the other cards reviewed in terms of software support. "

82%

EGS SPECTRUM

The new kid on the block in terms of 24-bit graphics cards is the result of many years of development at Great Valley Products. Was the EGS Spectrum worth the wait?

THE ORIGINAL EGS card was designed quite by chance at GVP. The developers worked on it when they had nothing else to do and finally presented a finished product to show their superiors.

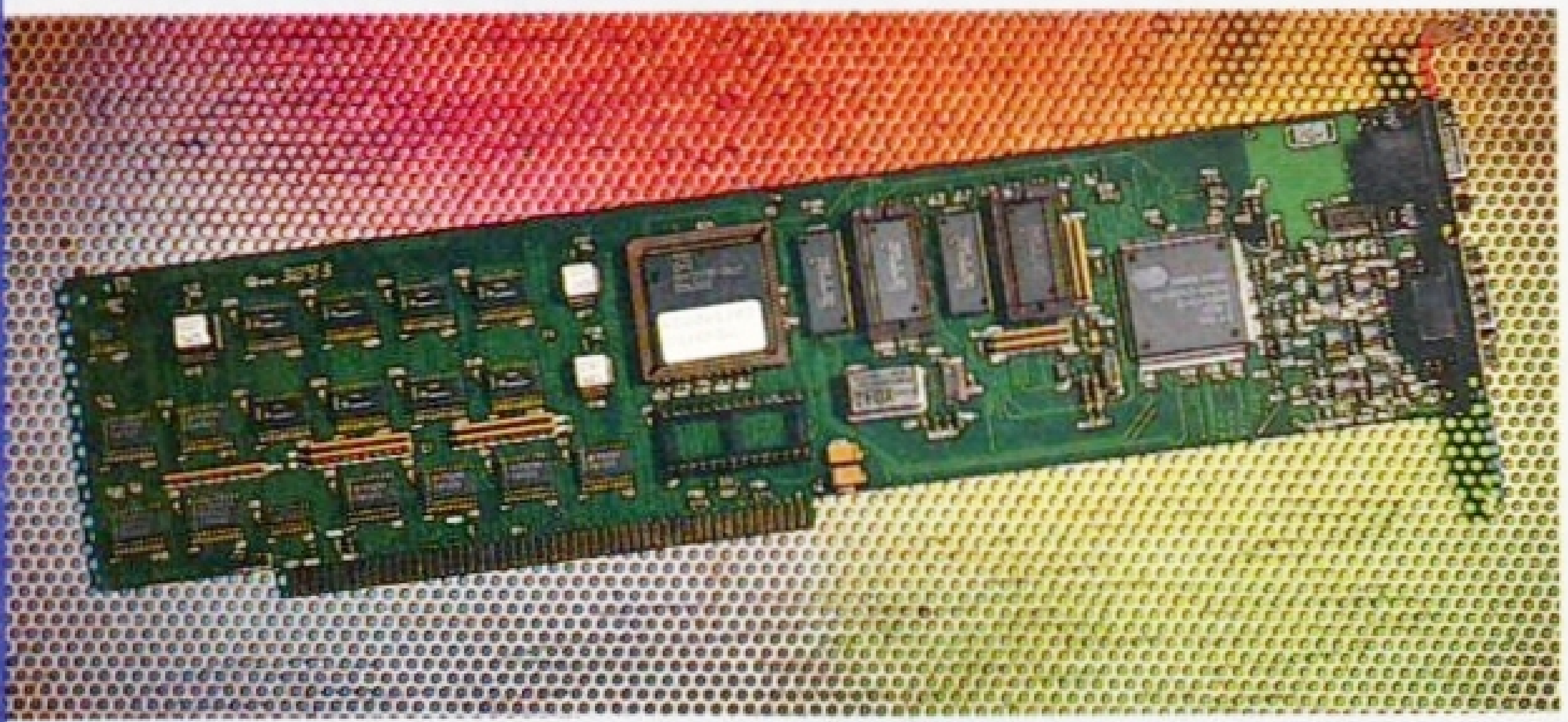
The result, as is often the case when techie types go off and do their own thing, was a product that was unmarketable. It only worked in conjunction with another card which made it too expensive, and although it did allow Workbench to be displayed at SuperVGA pixel resolutions, there wasn't really any available software that could use it properly. Effort is rarely wasted at GVP, though. The EGS card developed into the EGS Spectrum.

The Spectrum is very much like the Picasso in many ways. It has a through connector to allow the board to be used easily with just one monitor, although, like the Retina card, it doesn't support screen dragging.

Although the Spectrum is ostensibly a programmable display card, in effect the choice of screen modes are severely limited by your monitor. The 1960 can only display Workbench in a total of five different modes – the three VGA and the two SVGA ones.

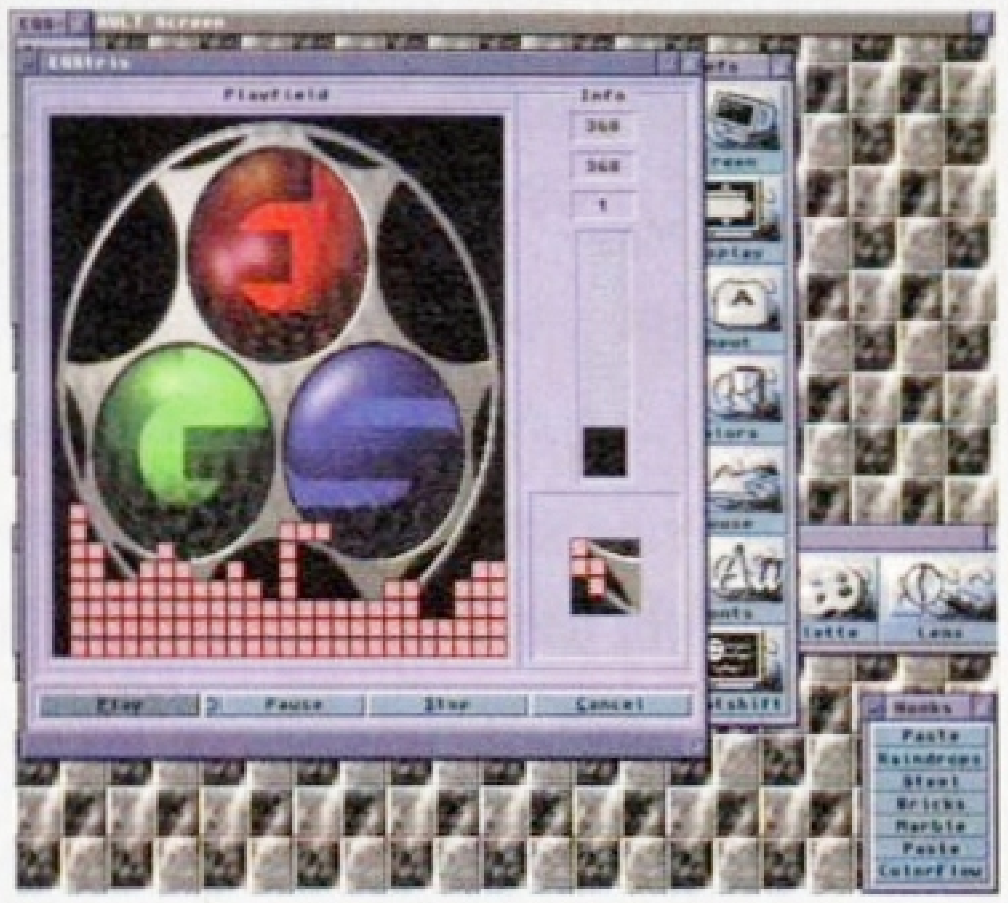
The software which drives the card is completely OS compliant. The EGS card is set up in the startup-sequence and its display modes are added to those in the display database.

To run Workbench under EGS all you have to do is run the Preferences program, Screen mode, and choose the EGS display mode instead of PAL (or whatever it is you normally use). This works for any application which calls on the display database. Note that *DPaint IV AGA*, although it likes to think it uses the Workbench display database, in fact just has a list of the drivers it expects to find there. It won't run on the Spectrum.



The EGS Spectrum card is manufactured to the GVP's usual high standards.

The Spectrum comes complete with five disk's worth of software, including a screen saver, a function plotter, a Tetris clone and a paint package. As paint packages go, *EGS-Paint* is competent, but in no way as good as *OpalPaint*. Above everything else, it is just too slow. This is a fault common to all areas of the Spectrum's operation. It is not the number of bitplanes used in the display, in fact there is little difference in speed between two bitplanes and eight.



One of the less useful pieces of software bundled with the Spectrum is *EGSTris*.

This makes using Workbench a bit tiresome. Nobody likes to have to wait two or three seconds for the screen to update just because they moved a window. However, this is partly the price of OS legal coding.

The EGS Spectrum is a very well-made board and will probably remain compatible with every future release of Workbench. However, its slow operation speed may be too frustrating for some users to work with.

PICASSO II

Not the son of a famous artist, but a german graphics card. Can the new 24-bit card from Village Technologies run away with the honours in these testing reviews?

THE PICASSO II is the latest of a slew of new 24-bit boards recently released, most of which boast some form of retargetable graphics (RTG). This means that any program using the Workbench display database to pick its modes will be able to run in the new higher resolution modes offered by the card. The Picasso achieves this by copying a library to your Workbench disk (Village.library) and adding an extra line which adds the new modes to the display database.

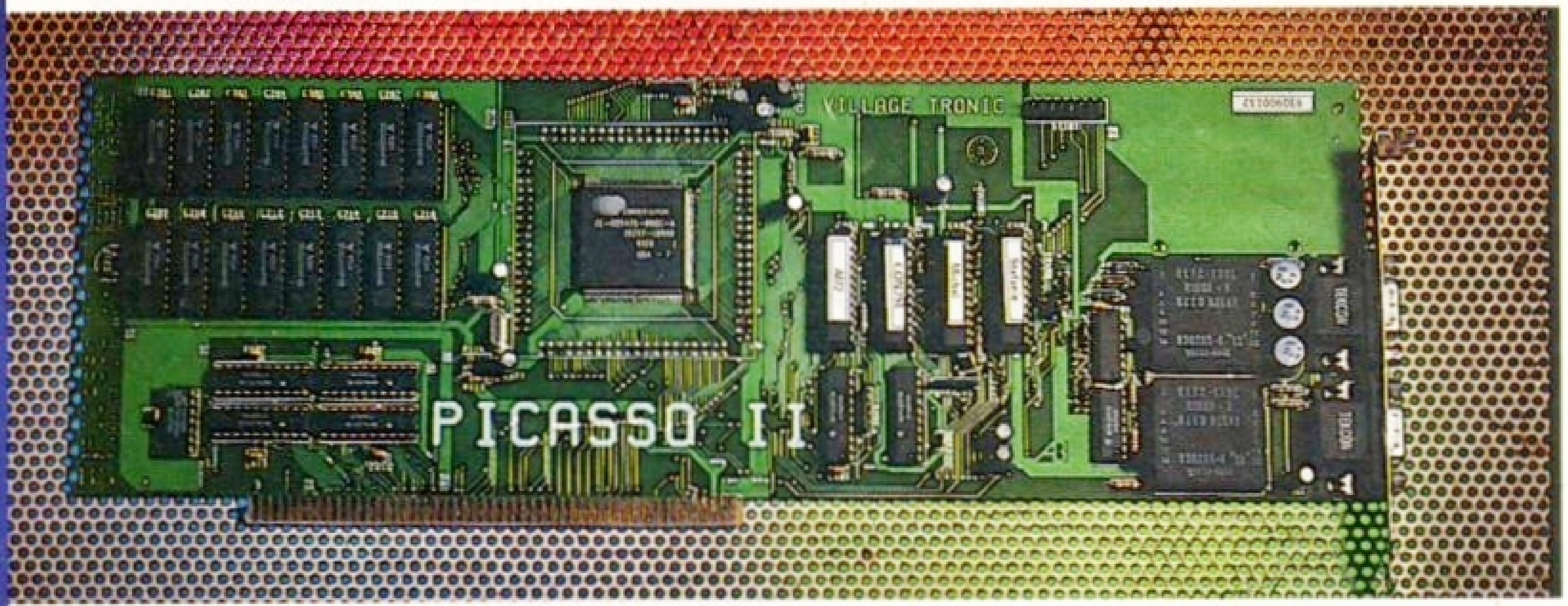
The installation software makes all the necessary changes, and it copies various utilities to your disk, including a JPEG and GIF viewer for the card. The only technical information the user has to provide is the maximum frequency their monitor can cope with, because this determines which of the new modes the monitor can cope with.

One problem that has bedevilled cards of this type is programs which don't go through the operating system, but open their own screens. The Picasso gets around this by passing the original video signal through the card, except when you are running in a Picasso mode. A lead runs from the video port into the card, and the monitor is connected to another port on the card. The card automatically switches from the Amiga's video signal to the Picasso one as you flick between the screens. It sounds weird, but it works. It's even possible to have a program such as *DPaint* running on one screen and Workbench running in a Picasso mode on the other, and flick between them easily.

Another aspect is that all Picasso screens are held in Fast memory, meaning that there will be plenty of Chip memory free, which can't be bad.

The RTG aspect of the card means that you can run programs such as *Directory Opus*, or *Professional Page* in the higher resolution modes, and every program we tried worked fine with this.

Running DTP programs in a higher resolution is certainly welcome, and the Picasso's on-board blitter makes screen operations much faster. Also included with the software are drivers for both *Art Department Professional* and *ImageFX*, which allow



The German manufactured Picasso card features a through port which can be switched via software. Its features make it a valuable tool for users who want seriously good 24-bit images.



Bundled with the Picasso is a special version of *Personal Paint* which supports the display library.



EGS Paint is not the *OpalPaint* it was cracked up to be. In fact it isn't that much better than *DPaint*.

EGS SPECTRUM

MANUFACTURER
Great Valley Products

DISTRIBUTOR
Silica Systems 081-309 1111

PRICE
£349 1Mb
£399 2Mb

RELEASE
Out Now

SPEED ●●
The slowest of all the cards. And it's a pain.

ACCESSIBILITY ●●●●
Installation is easy, getting Workbench to run under EGS is easy, running EGS-Paint is easy. Everything else is up to you.

FEATURES ●●●
A useful through port. Software support is good, but limited if it only handles the applications that support the display databases.

VALUE ●●●●
Expensive, but software support is good.

VERDICT

“ **Not bad if you want your display card to be OS-legal. The software is smooth and polished, but the display itself is rather slow.** ”

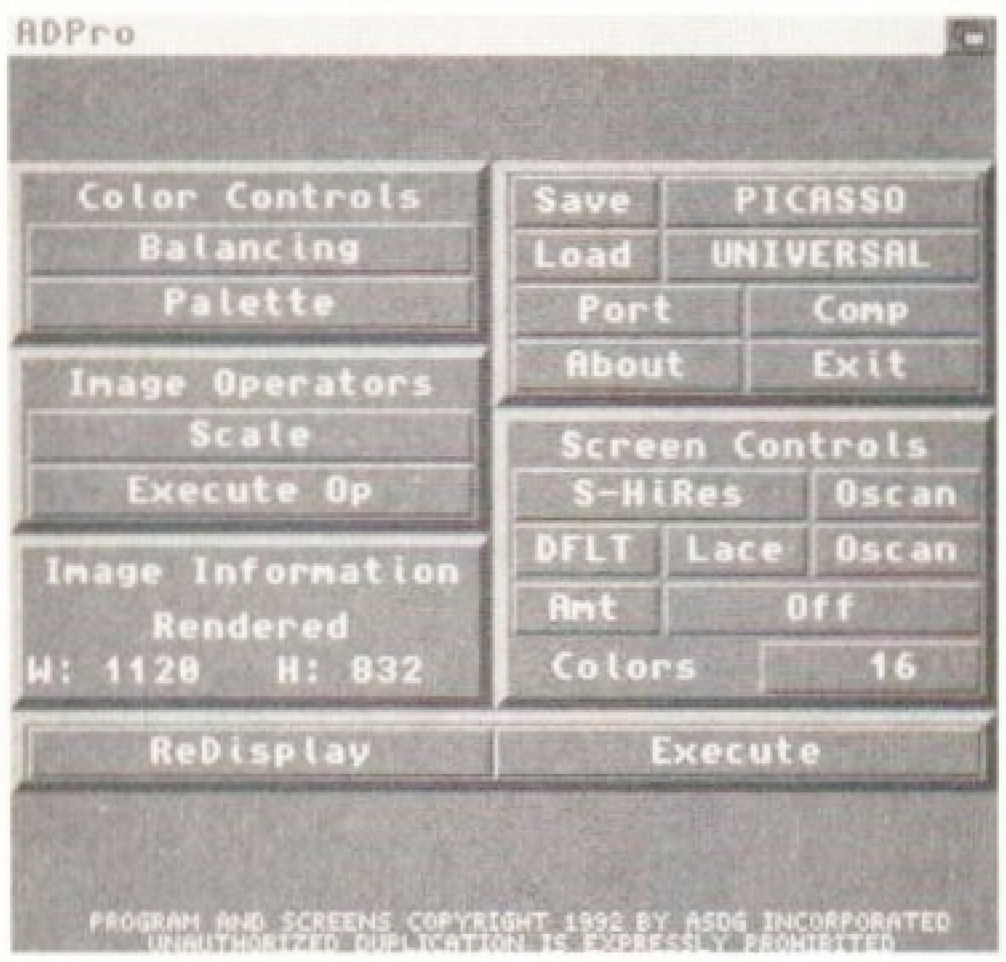
85%

you to view images in their full 24-bit glory from both programs.

You don't have to have one of these programs to see 24-bit images, because there is a 24-bit image viewer which works from Workbench. There is even an MPEG player, if anybody out there has got an MPEG encoder they want to use. *Personal Paint Lite* is bundled with the card, but for an extra £40 you can have a copy of *TV Paint Jr*, the excellent 24-bit paint program.

Unfortunately, there still seem to be a few bugs in the software, which lead to things such as the mouse pointer and screens becoming corrupted. This isn't a real problem, because they all still work, but it is irritating.

Hopefully these will be dealt with quickly, and once this is done, this card is a very serious contender for those wanting to work in a higher resolution or wanting to use 24-bit graphics.



The Picasso comes with support for *ADPro*, as does the Retina. Why did GVP leave it off their card?

PICASSO II

MANUFACTURER
VillageTronics

DISTRIBUTOR
Blittersoft 0908 220196

PRICE
1 Mb – £299.95
2 Mb & TVPaint Jnr – £379.95

RELEASE
Out now

SPEED ●●●●
Graphics operations are fast thanks to the blitter and displaying 24-bit files is very fast.

ACCESSIBILITY ●●●
Simple to install, and the pass through ensures that even games will run with it fitted.

FEATURES ●●●
It fits in with the operating system well, and displaying 24-bit images is fast.

VALUE ●●●●
At a price easily comparable with the Retina, it's much faster and more flexible.

VERDICT

“ **A fast and cheap 24-bit graphics card. The Workbench emulation works well, and the inclusion of TVPaint Jnr is an excellent idea.** ”

85%

AND THE WINNER OF THE TOP CARD AWARD IS...

Although the Picasso card seems to come out best overall, but what we have here is very much a case of horses for courses. The Retina card is very fast and very flexible. For displaying animations there is nothing in the price range to touch it. It does fall down on general software compatibility and the lack of a through connector for the monitor.

The EGS Spectrum is very clean and interfaces with the operating system perfectly. All the EGS applications run on their own screen, though, and other applications will only support EGS modes if they use the Workbench display database or run on a Workbench screen.

You can create specific screen modes to suit your monitor and the system will support RTG (retargetable graphics), when Commodore finally get around to introducing a standard. The Spectrum is probably the closest thing to an official Amiga 24-bit card you will get. But it is slow.

The Picasso is a sort of half-way house. Because of its on-board blitter, it is easily as fast as the Retina for normal Workbench-style applications. It also supports the display database and the RTG standard. It may not come supplied with the same wealth of software as the Spectrum, and maybe it doesn't have the GVP badge on it, but it is a good solution if you just want a fast, big display to run a particular application or to view 24-bit graphics.

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This image was digitised in Super-Hi resolution 24-bit colour from a Hi8 video camera using only natural sunlight.



This screen was digitised from the startup screen of the CD32 via the S-Video output.

VIDI 24RT

12 bits good, 24 bits better! Richard Baguley checks out the very latest in the Vidi series from Scottish electronics wizards Rombo.

VIDEO DIGITISING MAY be used for some slightly dodgy things in terms of copyright, but there is no denying its convenience if you want to quickly grab an image for use in a document or video sequence. Up until now if you wanted the quality of 24-bit images, you had to pay significant amounts for it, or had to invest in a video with a really good freeze frame. Now, digitising pioneers Rombo have released a new version of their popular Vidi Amiga digitiser which can grab images in 16 million colours in real time.

In terms of looks, Vidi 24 is the ubiquitous Rombo case, with four ports on the back. One of these is for the power supply, one is an S-Video port and the other two are composite inputs. This model can digitise from either a S-Video or a composite signal, and there's no need for an external RGB splitter, because that side of things is all sorted out internally.

You can switch between the three signals (one S-Video and two composite) by using the software rather than having to flick any switches on the Vidi 24. This also means that you don't have to swap leads around if you're digitising from several different ports.

The Vidi 24 box plugs straight into the parallel port of your Amiga, so you can't use the Vidi 24 and a printer at the same time. However, you can get round this by getting a handy compatible switch box from Rombo for £19.95.

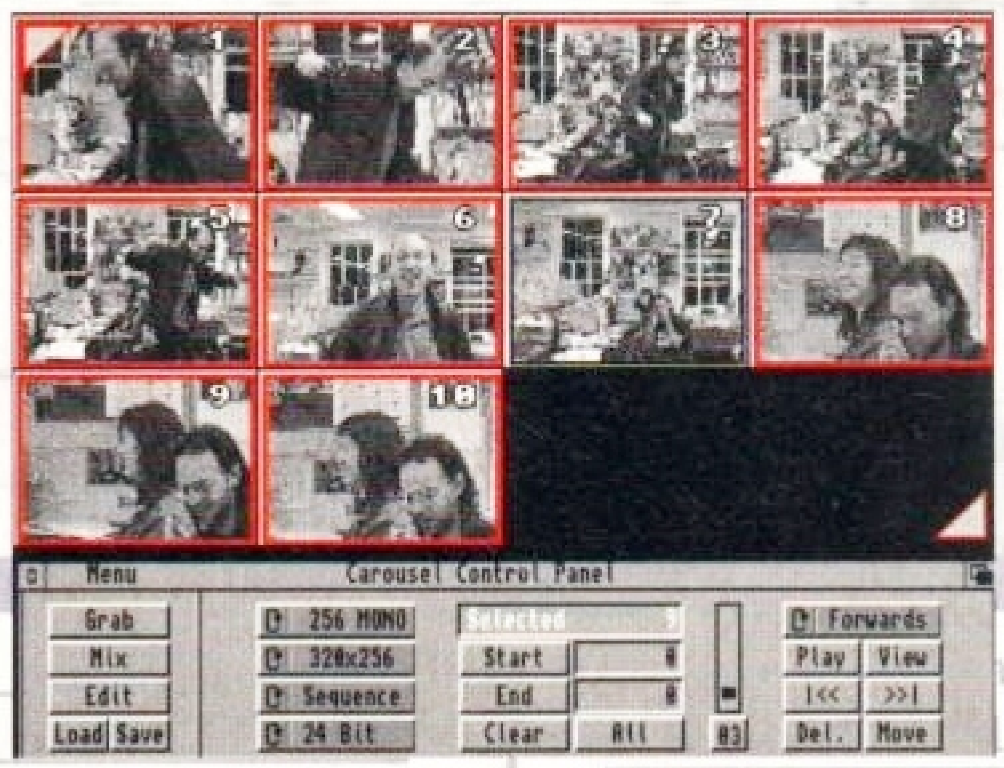
If you plug the Vidi 24 straight into the Amiga, the case obscures part of the serial port, which can be something of a pain. Using either the switch box or an easily made up ribbon cable gets around this minor annoyance.

At the heart of the digitiser are two very fast analogue to digital converters. These sample the image, and hold it in the megabyte of memory contained in the case. This means that the digitiser can grab an image in one frame, and therefore there is no need to pause the image.

THE USER INTERFACE

The Vidi 24 software is very much the same in appearance as Vidi 12, which was reviewed back in Issue 50. There are five main screens: the Main Menu, Grab Screen, Mix Screen, Edit Screen and The Carousel. From the Main Menu you can alter the various settings associated with the digitiser, such as what resolution screen is used by default, or how big the preview screen is.

The Grab Screen is where you actually grab the video image. A black and white preview of the current video signal is shown in the background, and this is upgraded every second or so. This gives you an impression of what's going on, but it is no replacement for using a dedicated monitor to see the video source.



The Carousel is for creating sequences. The length of the animation is limited only by the memory available.



The edit screen of the Vidi 24RT software allows you to apply various effects designed to enhance your image.



The heart of the software is the Grabbing Screen, which shows you a black and white preview of the image.

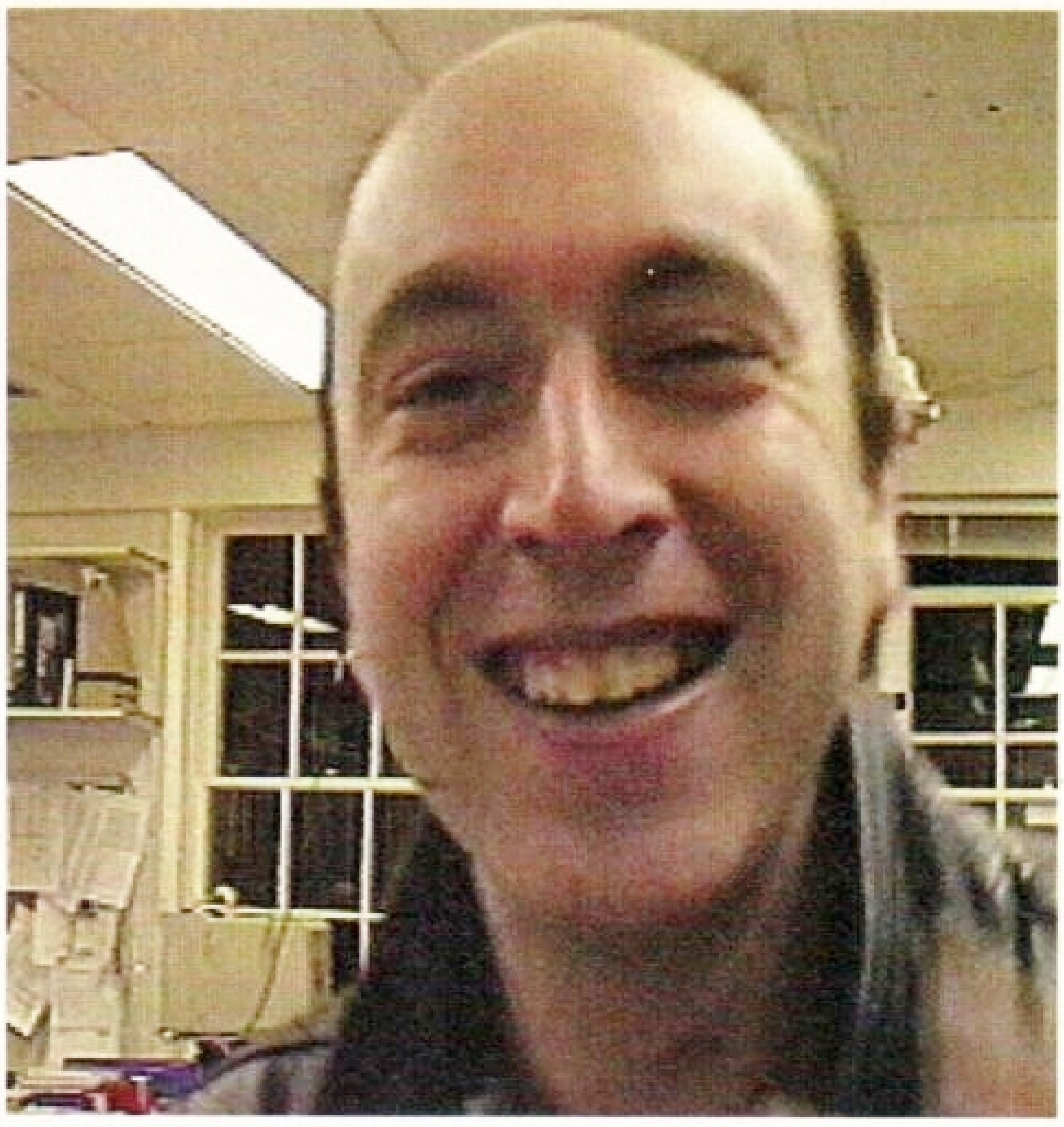
Once this has been done, the digitised image can be transferred to the Amiga via the parallel port, which can transfer data at up to 200K per second. This means that high resolution images can take several seconds to transfer, so don't expect your digitised image to appear instantaneously.

Grabbing an image is just a question of clicking on the Grab button. This causes the image to be grabbed and transferred over to the Amiga, where it is converted into the screen resolution you specified in the mix screen.

The program holds the file as a 24-bit one internally, so you can save it out as a 24-bit file at any point. You can switch between the three video inputs (two composite and one S-Video) by clicking on a button in this screen, and the digitiser will automatically detect what type of signal is being supplied to it.

The mix screen is where you determine what screen mode the image will be rendered to and, as you'd expect, all of the graphics modes (including Super-Hi resolution) are supported, with up to 262,000 colours. Grabs done in Super-Hi resolution Ham8 look excellent, but do require a lot in terms of both memory and processing power.

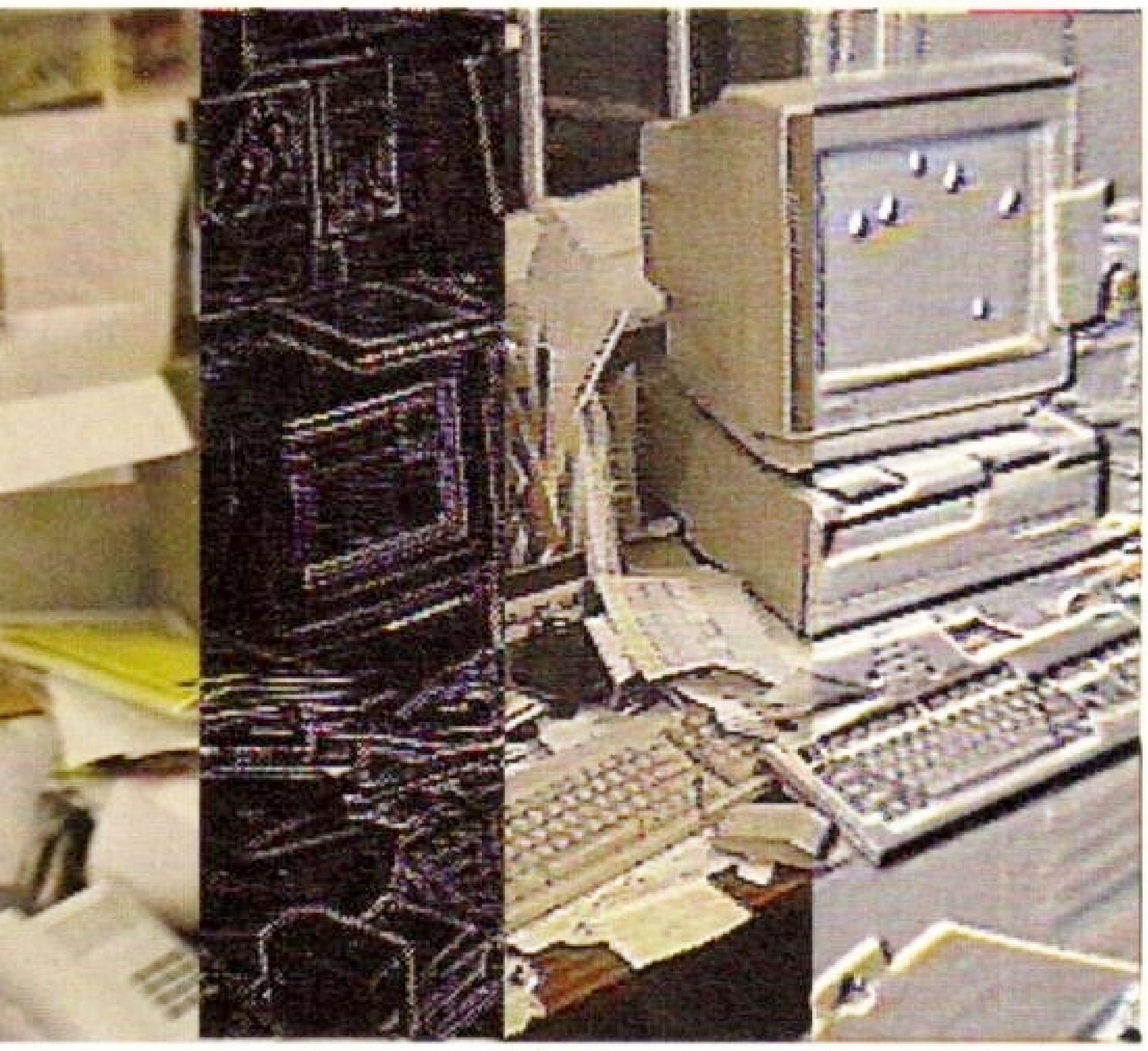
Once you've grabbed your screen and mixed it down to the appropriate resolution, you can edit it in (surprise, surprise) the Edit Screen. From here you can apply any of 23 effects, including embossing an image, pixelation, quantisation and sharpening. If your grab looks a bit iffy, you can use any or several of these effects to improve it, but be warned, many of them require a lot of memory, especially with high resolution images. You can also cut and paste areas of the image, or even from one image to another.



Former *AF* editor Damien Noonan demonstrates the empathy with the camera which ensures his future as a TV celebrity.



The Vidi 24 just plugs straight in to the parallel port of your Amiga



Here we demonstrate the various effects which can be used to clean up Nick Veitch's desk. A grab of it, that is. Not the actual desk itself.

If you want to work with more than one image, or create digitised animations, you'll need the carousel. This is a screen where each of the images is shown as a screen thumbnail (a scaled down version of the full image), and you can select any or all of the images held in memory. From here, you can create animations, save individual images or animations and play back animated sequences of frames.

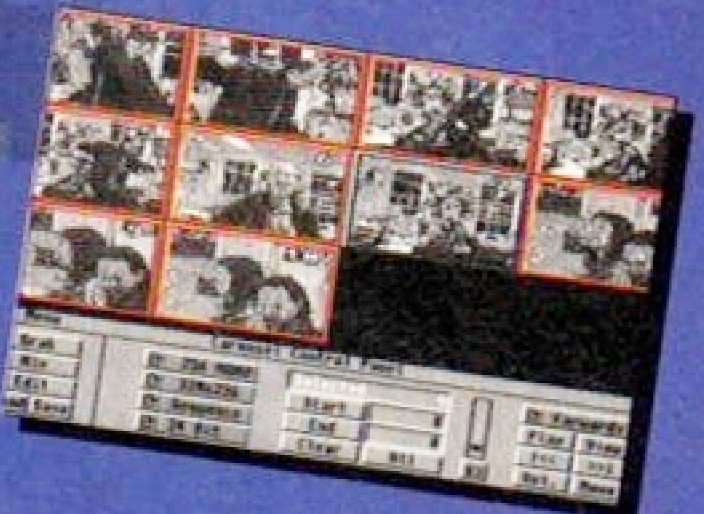
One very interesting area of the software is the time lapse facility. This can be set to digitise images at preset intervals, which can be anywhere between half a second and six hours. It could be very good for producing animations of flowers growing, clouds moving or people snoring, but it can only work in 256 shades of grey, which is a pity.

This can also be set to grab whenever the joystick button is pressed, so you could set up a remote switch to trigger it if you like. This could easily form part of some security system, causing a grab to be done every time a door is opened or something inventive like that.

The quality of the grabs is very good, and the fact that you can grab images in real time means that you don't need an expensive video with a digital freeze frame. The direct support for S-Video signals (such as those produced by S-VHS camcorders and video recorders) also improves the image quality.

Because S-Video signals carry separate (hence the S) chromanence and luminance signals, they don't suffer from the problems of colour saturation and bleeding which so often makes digitising from composite signals a pain.

VIDI 24RT



DESCRIPTION
24-bit real time frame grabber

MANUFACTURER
Rombo (0506 414631)

DISTRIBUTOR
Rombo 0506 414631

PRICE
£299

RELEASE
Out Now

SPEED ●●●●
The actual grabbing is done in real time, but it takes a few seconds to transfer this to the Amiga.

MANUAL ●●●
Reasonably well written, with a readme file on the software disk giving news of any changes.

ACCESSIBILITY ●●●●
Easy to set up, with a good variety of inputs. It can automatically detect what type of signal is being input.

FEATURES ●●●●●
A good selection of useful image processing tools, and it can even save the images in TIFF or BMP format.

VALUE ●●●
Vidi 24 will produce very high-quality images, but for that you have to pay a price. £299 is a reasonable price.

VERDICT

“ Vidi 24 produces very high-quality grabs, but there is a penalty to be paid in that it takes quite a long time to convert them. If you want the extra muscle of 24-bit colour, then Vidi 24 is for you. It's easy to set up and has many useful image-processing tools ”

90%

FROM THE MAKERS OF AMIGA FORMAT



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A sample edition of this book is given away free with this issue of Amiga Shopper – check it out!

C is the programming language of the professionals. Indeed, much of the Amiga's operating system was written in C. And C variants exist for all major computing platforms – once you've learnt C on the Amiga you'll be able to program any leading machine.

Our aim with Complete Amiga C was not just to produce a book explaining C for beginners. We wanted to provide EVERYTHING you need. Which is why we sought out the best shareware C compiler available – DICE – and secured a deal on the full, registered version. We also negotiated with Commodore to provide all the special C libraries and includes needed to program the Amiga properly.

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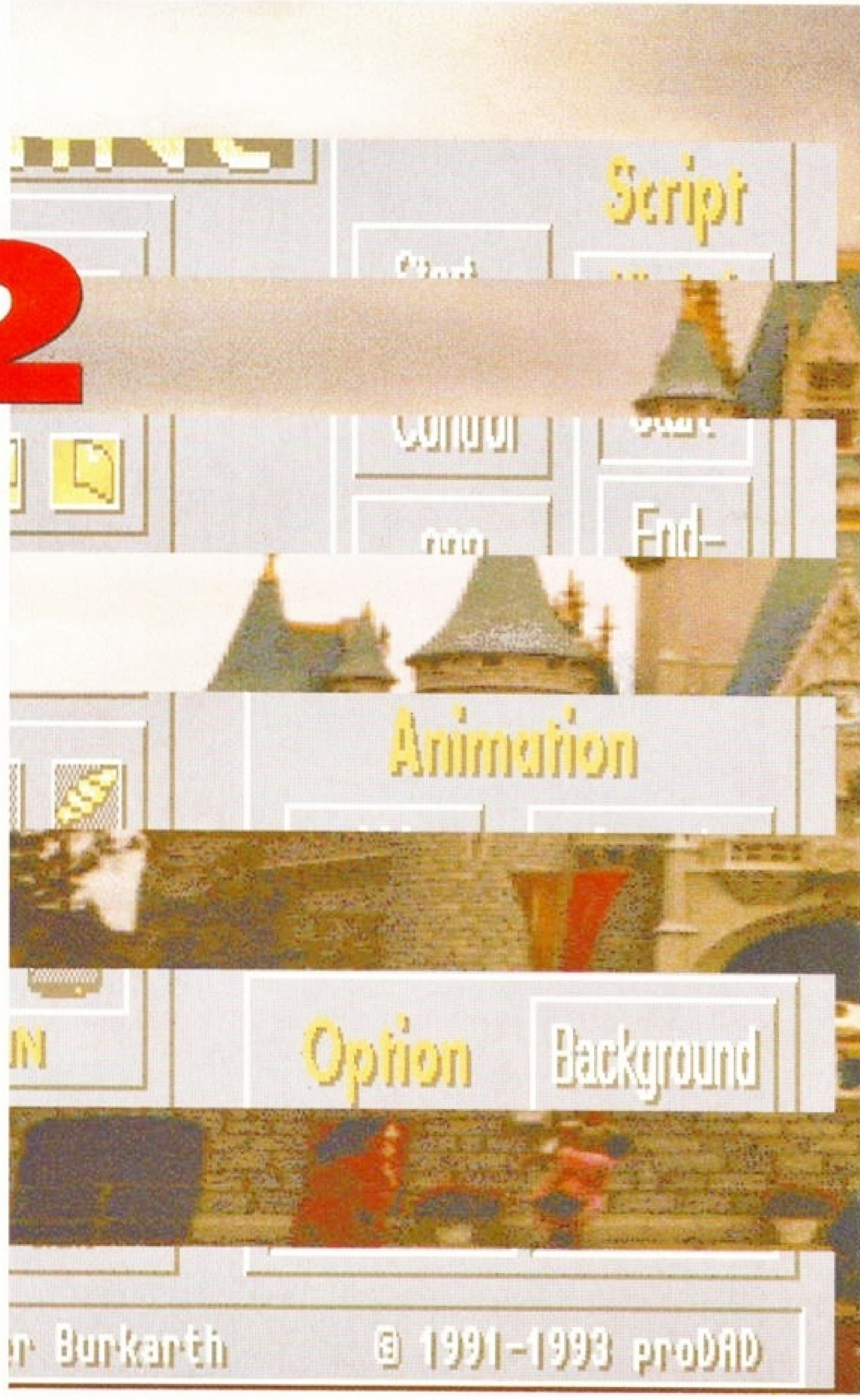
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Digital video effects without a NewTek Toaster? John Allardice slips into the director's chair as the number one effects package puts on another performance...

Adorage 2



PICTURE THE SCENE – outside it is a cold wintery night. You're ensconced in your second favourite position, in front of the video (your favourite, of course, is in front of your Amiga), and you've invited some mates around for an evening's entertainment and the consumption of distilled vegetable products. Some of these friends, sadly, are console owners.

The final credits for *Babylon 5* roll off the screen in front of you. The question is asked: "What shall we do now?" You suggest breaking out your particular hunk of silicon for a few games. Groans all round from the Segtendo jockeys present. "Aw, not that thing," they say and are about to launch into the familiar old diatribe of knocking anything with a keyboard when you, with perfect timing, drop the fact that "that thing" was responsible for all the amazing effects they've just seen. Fun, eh?

With the Amiga now pretty much the primary FX tool of budding moviemakers all over the globe, we are now in the enviable position of watching our beloved hunk of hardware being increasingly used by professionals for film and TV on both sides of the pond. And guess what – we knew how good it was before they did.

But, I hear you cry, I don't have a couple of grand or any redundant organs I can sell. So, how can I get all those funky video effects and title sequences you see nowadays without breaking the bank, the bank manager or your internal cohesion? Fear not my friends, the answer is winging its way to your dealers as we speak.

Adorage 2 is the new AGA-friendly version of ProDAD's video effects software, the first version of which, if you remember, was demoed on *AF*48's Coverdisk. 'Video effects software' is a bit of a grand title. So what exactly do you get for your money?

What you get is a selection of wipes, rolls, tumbles, blinds, pixelisations and explosions that, if we were working with live video, wouldn't look out of place on a three and a half grand vision mixer. Basically, *Adorage 2* handles transitions from one IFF picture to another in 700 different ways, give or take…

Its relatively foolproof point-and-click interface now gives you a small graphic representation of the transitions on offer. You start by selecting whether you want a background image or not (if not *Adorage* slips your new picture over a black background) then select the direction of the effect (either revealing or obscuring your original image or background), then click on your chosen transition. A sub-menu then appears enabling you to pick the level of quality of the transition (from coarse to ultra), and on some, its direction as well (diagonal, vertical, and so on.)

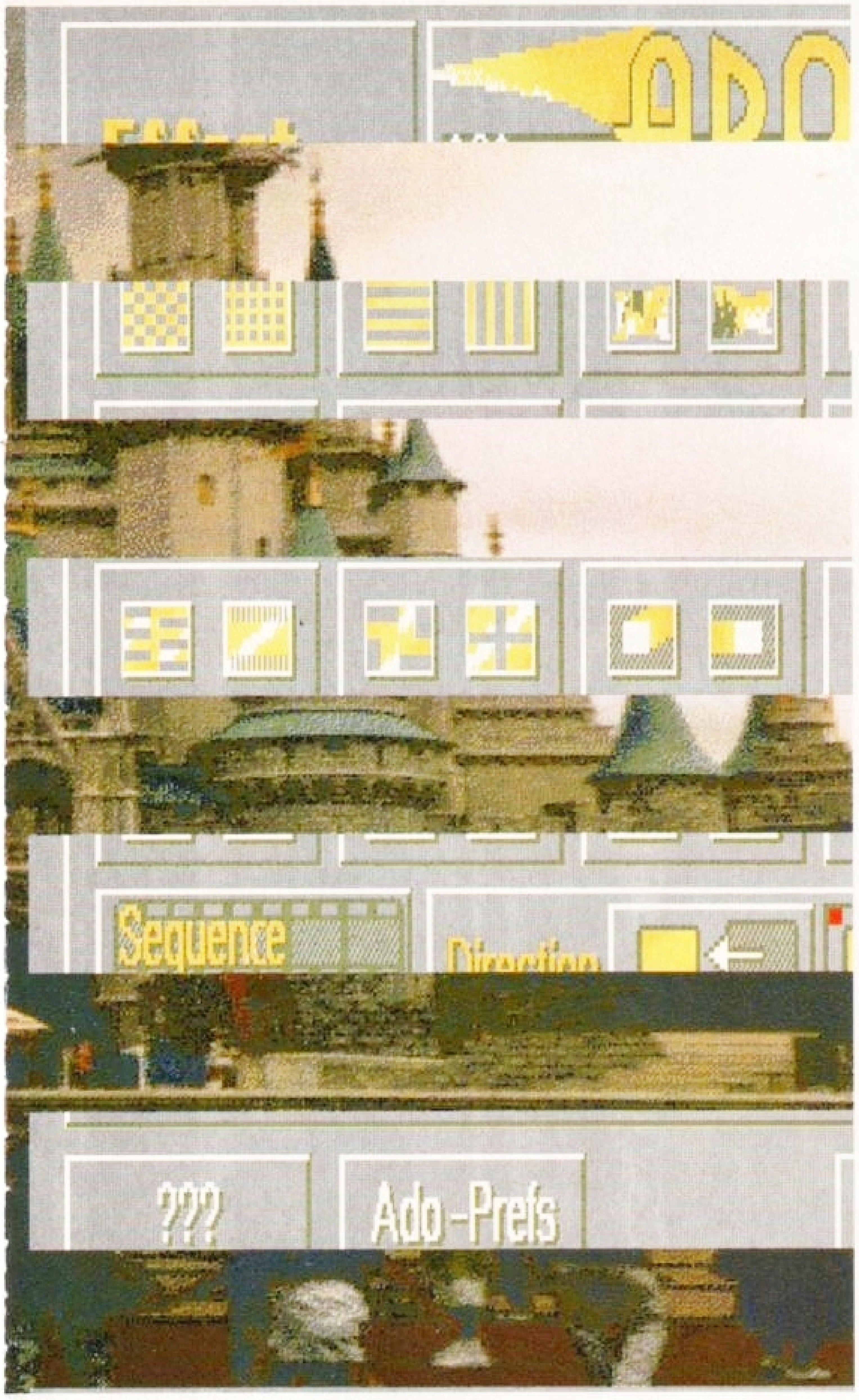


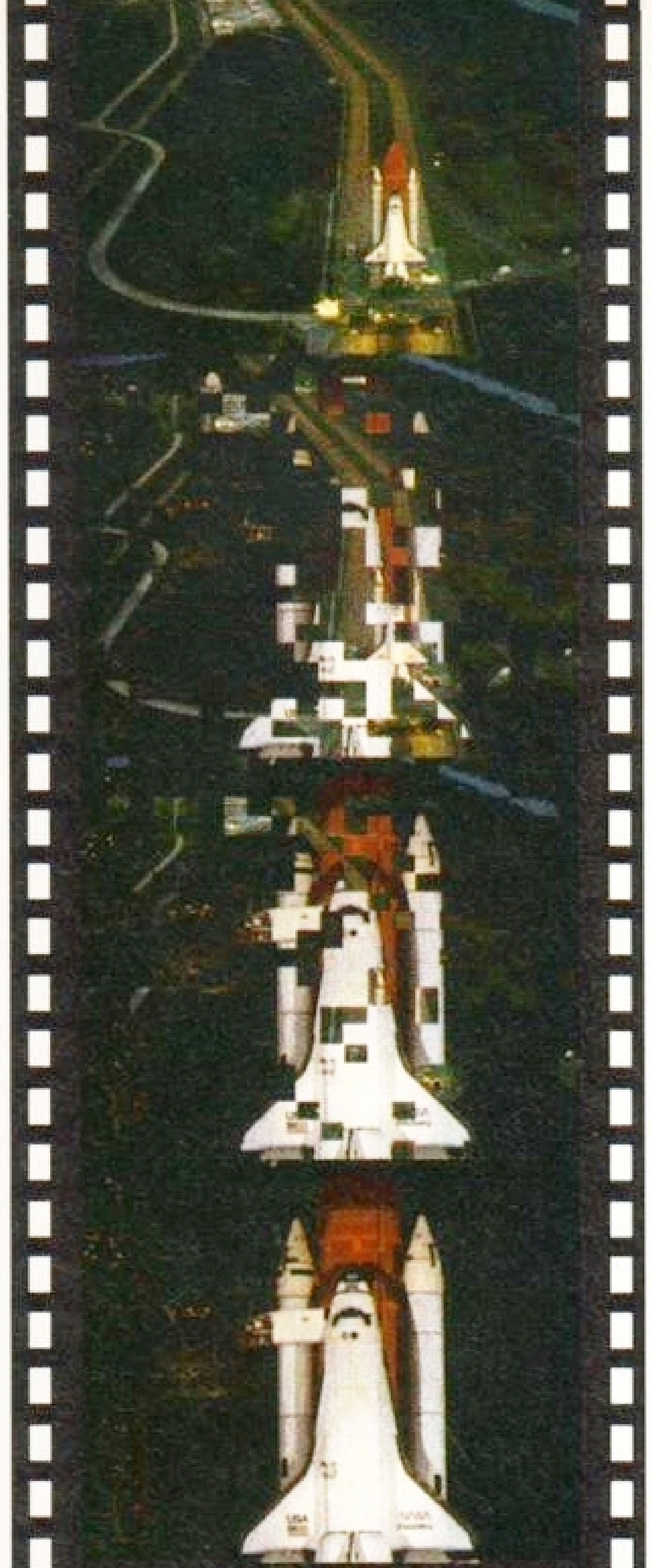
The trick to avoiding palette clash troubles is to either match up the palettes beforehand or choose a background where it doesn't really matter if all the colours are swapped around.

Once these parameters are specified you are then asked to pick the images you wish to use. There is a handy Image Repeat option here for both the foreground and background images, in case you weren't happy with the last transition and want to do it all again.

After selecting the images you can reposition them before the transition takes place. This is just a matter of left-clicking on the chosen image and dragging it around the screen until it looks right. Both images are present during this operation, so you can get accurate placement if desired.

After completing your setup you reach, alas, the first of only two faults with the system. You are now required to chose which palette to use – foreground or background. Unless your images are similar in colour content you are going to get some strange result with one image locked to the other's palette. However, the resultant





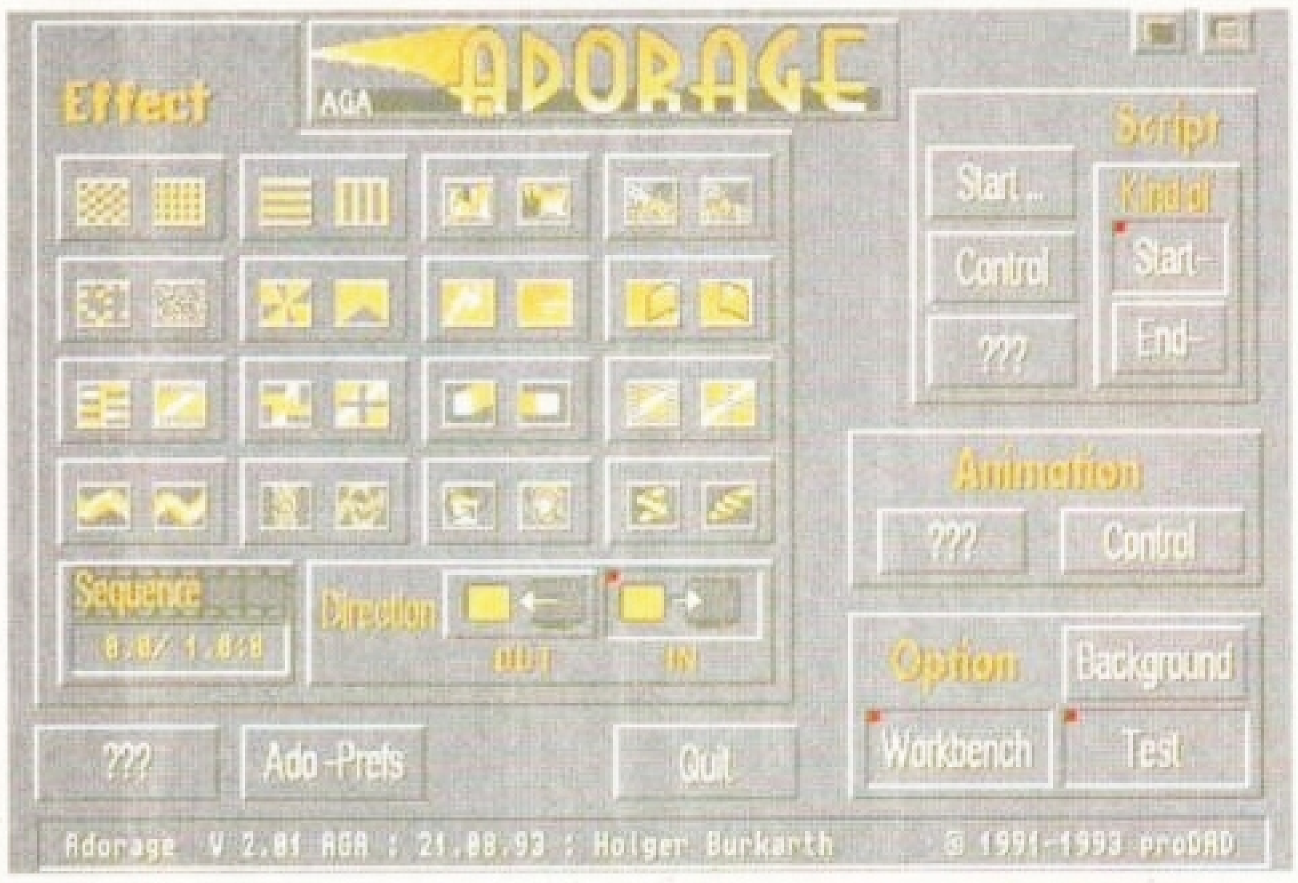
Creating a multimedia style slideshow is a real doddle in *Adorage 2*. If you combined this software with some nice genlocks, or maybe even a chromakey unit, you would be on to a very good thing indeed. The playback speed of the SSA format (when played from RAM) is easily fast enough so that individual frames are not noticeable.

shift in the unlocked picture sometimes gives you a more interesting effect than you had originally planned. The only way around this problem is to load the images into *DPaint* (or other suitable software) and use the palette remapping option. This can result in the pictures not looking exactly the same as when you started out, but who said it was going to be easy?

The final stage is to test or record your transition. You have the choice of a test pass on the wipe or recording it either using ProDAD's own SSA (Super Smooth Animation) format or as an IFF sequence. SSA only works with interlaced pictures of the same resolution, but since you are probably after the best result, you should be using laced images anyway.

Now just sit back and watch the magic happen, as your new images comes spinning, tumbling or exploding on to the screen. This process can take anything from a couple of seconds to around 10 minutes, depending on the effect and the quality selection you made earlier.

***Adorage 2* has plenty of tricks up its sleeve, including rolls, tumbles, dissolves, pixelisations, page peels and a few other things it is difficult to put a name to.**

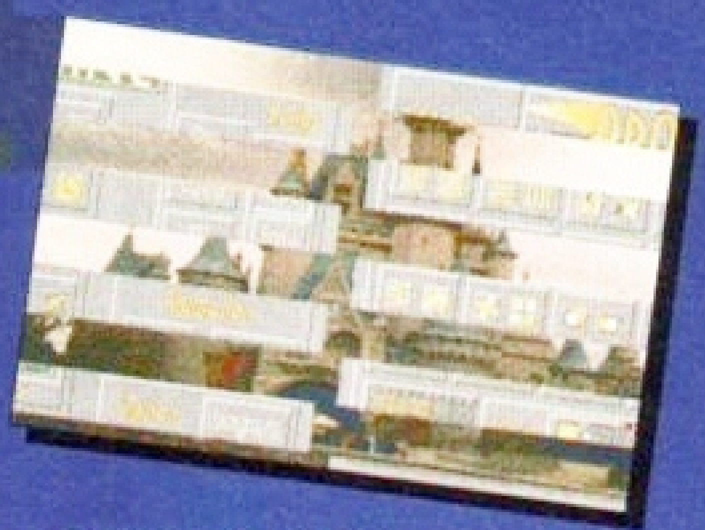


The main control screen is what you will see most of the time when you're not processing. All the effects are used just by clicking on gadgets.

Once your transistion is recorded you can play it back any number of times through the in-built SSA controller or through the standalone *AdoPlay* animation viewer. If you have saved your transition as a series of IFFs you could always load them into *DPaint* and create a more conventional Anim file. Although SSA is good, it isn't high on compatibility.

The sequence option in *Adorage* enables you to build up a series of transitions, one after the other. This is perfect for slideshows or title sequences for your next home-produced blockbuster, which, judging by the entries to our Videopilot competition, won't be long in coming.

ADORAGE 2



DESCRIPTION
AGA compatible wipe/transition generator

MANUFACTURER
H S & Y +49 221 404078

DISTRIBUTOR
BVCC 081-567 4623

PRICE
£49.95

RELEASE
Out now

SPEED ●●●●
Not half bad considering some of the very complicated image manipulation which must take place.

MANUAL ●●●
Competent with very detailed descriptions of all the transitions and effects available.

ACCESSIBILITY ●●●●●
The manual remains pretty well untouched. the main screen is fairly obvious and requesters take you through the rest of the operations.

FEATURES ●●●
A rather excellent collection of transitions. It's a shame some sort of palette remapping wasn't included.

VALUE ●●●●
Considering its nearest rivals, this is a bit of a bargain.

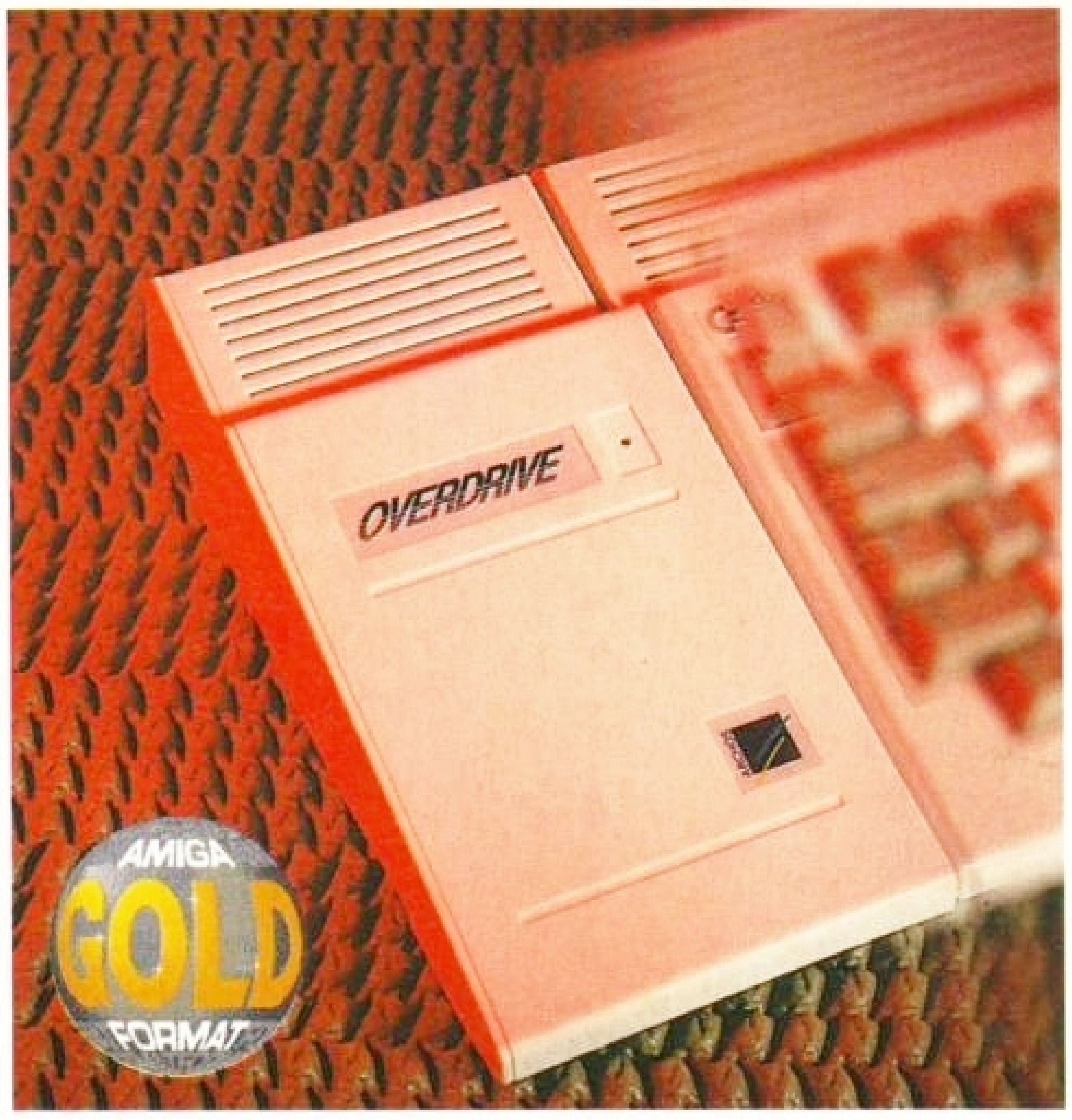
VERDICT

“ You could spend days tearing your hair out in Deluxe Paint for a result only half as good as this will give you in seconds. This is more than just an AGA upgrade. Adorage is now smooth, slick and easy to use. ”

83%


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One of the most eagerly-awaited peripherals for the Amiga is finally here. Richard Baguley looks at Software Demon's PCMCIA hard drive.



The Overdrive PCMCIA drive just plugs in to the PCMCIA slot on the A1200 and A600, and fits in neatly with the Amiga's shape and colour.

Overdrive PCMCIA DRIVE

IT IS UNDENIABLY true that adding a hard disk to your Amiga will make life easier, and that once you've got one you'll never want to return to floppies.

The Software Demon Overdrive is the first hard disk to fit into the PCMCIA slot of the A1200 or A600, and although this method of adding a hard disk has long been rumoured, it has only now become reality. The Overdrive PCMCIA Drive is contained in a fairly plain vanilla case, which blends in well with the Amiga. There are even ventilation slots on the top, which line up with the Amiga's, but case is too thin, and could be damaged, especially around the ventilation slots.

A single LED on the front shows when the disk is being accessed, and the power supply (a standard 12 volt model) plugs into a socket at the rear. The power supply of the review model had Maplins written on it and several different connectors on the end. This isn't a problem, but it looks untidy when connected to the drive.

Internally, everything is surprisingly sparse because all the interface electronics are on a PCMICA card. The drive is basically a case built around a PCMCIA card, so most of the space is taken by the drive itself, which was a 170Mb Western Digital mechanism in the review model.

SPEED TEST

We tested the relative speeds of an Overdrive fitted with a 170Mb 3.5-inch Western Digital drive, and an 80Mb Western Digital 2.5-inch drive fitted to an A1200 internal IDE interface.

	A1200	Overdrive
Sysinfo Disk Speed1	1,932,265	402,678
90% Seek (1 Sector)2	2.93 Ms	4.13 Ms
90% Seek (8 Sectors)3	14.3 Ms	20.50 Ms

1 – This is the data transfer speed of the drive, in bytes per second. This shows how quickly you can read data off the drive.

2 – This is a figure produced by Richard Waspe's *SeekSpeed* program, which moves over a given percentage of the width of the disk (in this case, 90%), reads one sector and moves on.

3 – As above, but the program reads in eight sectors, giving a better idea of the real speed. These two figures give you an idea of how quickly the drive can find files or programs.


As you can see from this grab of *Sysinfo*, the Overdrive is extremely fast and works with AmigaDos with no problems.

Installing the drive is very simple. All you do is plug it in to the PCMCIA slot, plug in the power supply and you're off. Workbench is already installed on the disk, so no fiddling is necessary. If you want to change the setup and repartition the drive, a version of the Commodore *HDToolbox* is included, but I'd rather use the much friendlier Public Domain program *RDPrep*.

You can boot from the Overdrive or from your internal hard drive if you've got one fitted. As you can see from the Speed Test table, Overdrive is significantly faster (often by two or three times) than the internal drive of an A1200 or A600. It's also faster than many SCSI controllers.

Unfortunately there is one problem. You should be able to remove the disk at any time and re-insert it, as with all PCMCIA peripherals, but when you do this the drive is flagged as unreadable. This is something to do with timing problems on the PCMICA slot, and the manufacturers are correcting it. It's not a real problem, and you aren't likely to take the drive out often, because there are only a few PCMCIA peripherals available for the Amiga.

Overall, this is an impressive drive, but it's let down by the flimsy case. The makers intend to improve this and when they do, it will be a seriously good piece of kit.

OVERDRIVE PCMCIA DRIVE



DESCRIPTION
PCMCIA Hard disk

MANUFACTURER
ArChaos

DISTRIBUTOR
Software Demon 0736 331039

PRICE
85Mb: £249; 250Mb: £369; 540Mb: £599

RELEASE
Out now

SPEED ●●●●
Goes like a very fast thing on a very fast day. Zoom. Two to three times faster than the internal IDE interface.

DURABILITY ●●●
The only problem with the Overdrive is the build quality. It is too flimsy, but this is being corrected.

ACCESSIBILITY ●●●●
Plug in and go. The default configuration should be adequate for most users, and can be easily altered.

FEATURES ●●●
Goes very fast. The insertion/re-insertion bug is a pain, but are you likely to want to remove it?

VALUE ●●●●
It's slightly more expensive than adding an internal 2.5-inch drive, but it's much faster.

VERDICT

“ This is an extremely fast hard drive and it fits in well with the A1200 and the A600. It's good to see the first hard drive that takes advantage of these Amiga's PCMCIA slots, but it's a real shame that the Overdrive's case is far too flimsy. ”

90%

When is a word processor more than a word processor? When it's Final Writer. Marcus Dyson puts the latest WP with graphics offering through its paces...

THERE IS AN increasing tendency for Amiga word processing programs to adopt the layout abilities of desktop publishing applications. These programs flirted briefly with the titles word publisher and document processor, but have now returned to the more humble term word processor, even though the programs are veering ever nearer to DTP status.



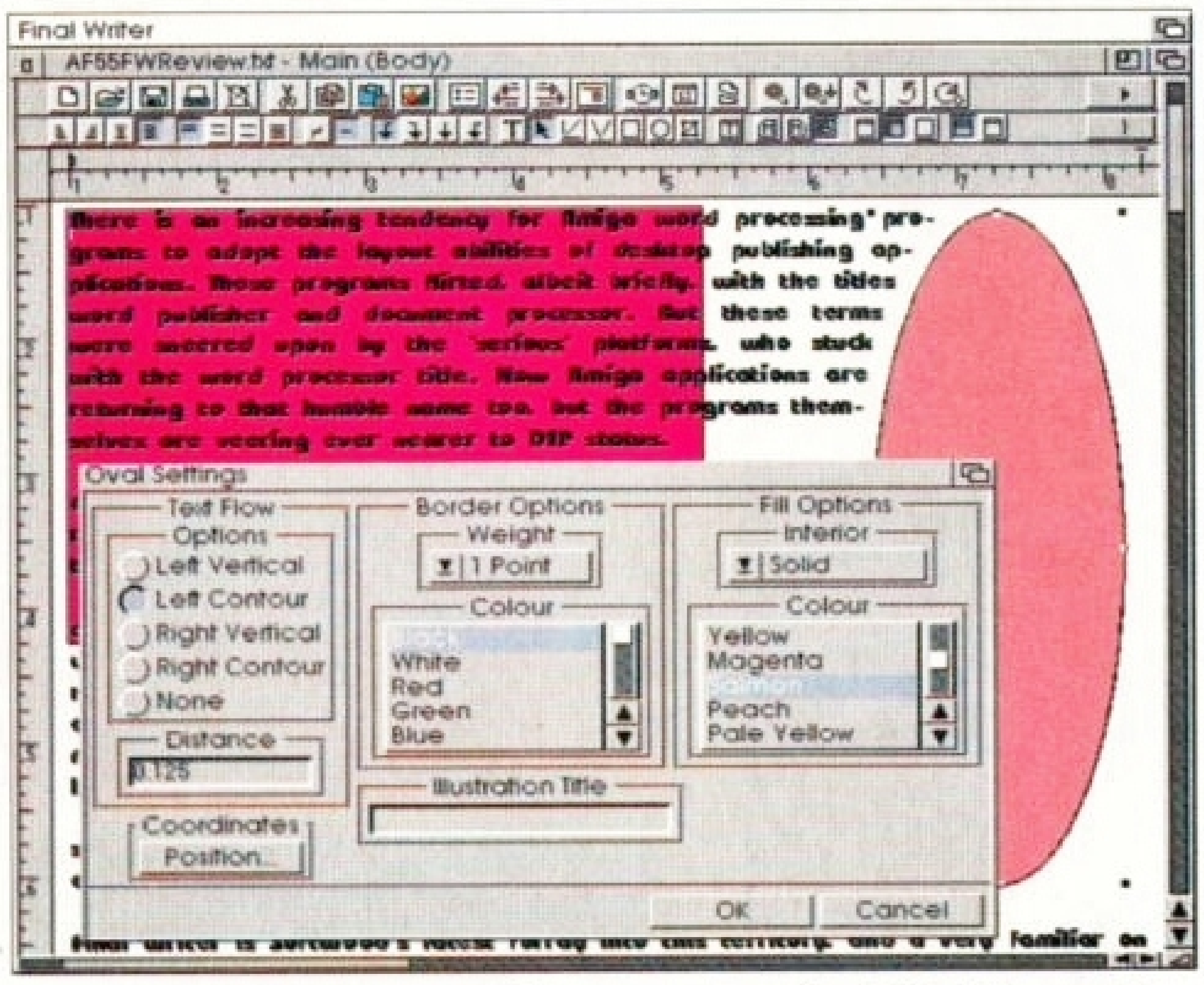
The claims made in the advert are quite true, it doesn't take much effort to create professional-looking documents in *Final Writer*.

Final WRITER

Final Writer is SoftWood's latest foray into this hybrid territory, and a very familiar one it is for them. They already produce *Pen Pal* and *Final Copy*, both of which are word processors with graphics. *Final Writer* aims to expand this range rather than replacing *Final Copy 2*. But it looks and feels like *Final Copy 3*.

The package is large, full installation takes nearly 20 minutes, even with prompt disk swaps, and fills over 10Mb of hard disk space. This is a hard disk only program, even if you opt for the more modest restricted installation, which still requires 3.5Mb of disk space.

Included with the package are 120 fonts which are described as outline on the box, but closer investigation reveals them to be of the NimbusQ format. These are reputed to be faster than Compugraphic or PostScript fonts, and they certainly seem to be. But they are not used by many other packages, and are not found in the Public Domain, so enlarging the *FW* library won't be cheap. *FW* can also use Agfa Compugraphic and PostScript type 1 fonts.



Any object can be given a specific text run around, or left with none at all. *Final Writer* works fine with PostScript fonts, this one is Bauhaus which is one of the many goodies on this month's Subscribers' Disk.

The interface is attractive and features user-editable buttons for easy access of often-used features. This includes most of the formatting and file controls you need, and handy time and date stamp facilities.

Final Writer is a joy to use, document formatting is logical and flexible, changing font sizes, styles and colours is speedy, graphics load quickly, and there are plenty of quality clip art samples. The program chooses to support non–platform standard file formats, and *ProDraw* Clip picture files are not supported, although much Amiga clip art is in this format. Instead EPS–structured and IFF bitmaps are used.

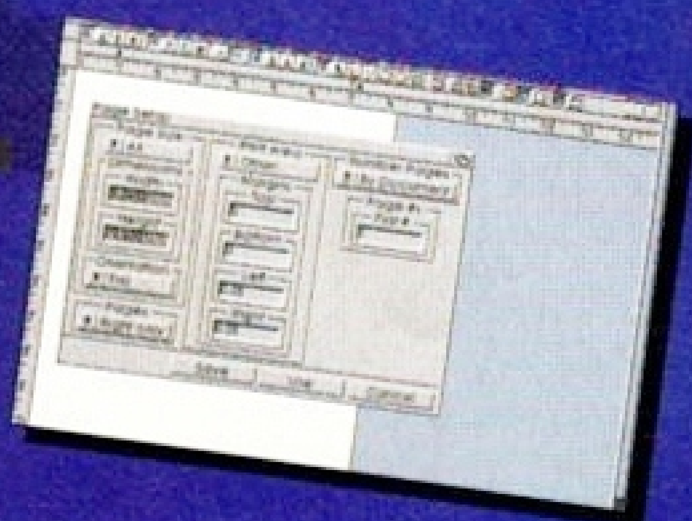
Final Writer has many handy features for making the structuring of documents easier. Table Of Contents, Table Of Illustrations, Endnotes and Bibliographies can all be constructed as the document is created. The British–English spelling checker and thesaurus are speedy, although the spelling checker did not recognise the words pixel or SoftWood!

Unfortunately the Find function doesn't include a Replace option, but text can be edited with the Find window open, so double clicking on a word and using paste is a tolerable solution. But the feature only searches from the cursor position to the end of the document.

Text formatting is comprehensive, and extra layout effects can be obtained by using Text Objects. These boxes contain text, entered via a requester box, but can be positioned anywhere on a document. The Text Objects can then be rotated or moved backwards and forwards by the commands placed on the Graphics menu. Don't make a mistake, though. For all *Final Writer*'s fine features, it lacks one fundamental function – it has no undo facility.

Final Writer is excellent. It's very powerful, fast, intuitive and flexible. But without an undo we can't give it the score it could so easily deserve. Hey, if you never make mistakes, you should check this out!

FINAL WRITER



DESCRIPTION
Word processor with graphics

MANUFACTURER
SoftWood

DISTRIBUTOR
Gordon Harwood 0773 831781

PRICE
£129.95 (with wide trade–up options)

RELEASE
Out now

SPEED ●●●●●
Very fast indeed. Every function is as fast as any equivalent program, some much faster.

MANUAL ●●●●
Extremely well put together. It's comprehensive and everything is easy to understand.

ACCESSIBILITY ●●●
Lots of features mean that it isn't as easy to get started with as some programs, but the interface is intuitive.

FEATURES ●●●
Lots of good and useful functions are rendered almost irrelevant by the omission of an undo facility.

VALUE ●●●
An excellent package marred (see above), but with lots of excellent fonts, and some good clip art too.

VERDICT

“This is very nearly a top–rate package. It has many great features, a good interface, superb manual, and is extremely fast with it. But I would never use a layout package without an undo. Being hard drive only restricts its potential market.”

82%

WIN! AN EPSON GT6500 SCANNER



Welcome to Part Two!

Power have kindly given us a beautiful Epson GT6500 colour scanner to give away, but it's ever so expensive, so we're going to make you work for it. This is a three-part compo: three more questions next month, plus full entry rules.

The Questions

1 In scanning parlance, what is a dropout colour?

a) A colour that you tell the scanner not to recognise.
b) The only colour you tell the scanner to recognise.
c) A colour which you tell the scanner only to recognise in a certain percentage.

2 If a 24-bit image is 640 by 512 pixels large, what it the maximum number of colours it can contain?

a) 256,000.
b) 327,680.
c) 16.7 million.

3 What is a Moire Pattern?

a) An interference pattern that appears when more than two regular patterns are overlapped
b) A technique for emulating more than 256 colours on a computer display.
c) A reference chart used for colour correction purposes.

A reminder

Remember, save those answers carefully and look out for Part Three next month!

Richard Baguley ponders the intricacies of thermal transfer and dye sublimation as he puts the new Primera printer from Fargo through its paces...



The Fargo Primera: possibly the best printer ever to cross the threshold of the *AF* office.

Fargo Primera
COLOUR PRINTER

COLOUR PRINTING HAS always been an expensive business, but recently it's begun to get a lot cheaper, thanks to the release of printers such as the SJ-144 and the Canon BJC-600. The most recent addition to this select brotherhood is the Primera, from American printer manufacturers Fargo.

The Primera is a fairly standard cream case about six inches high by a foot deep. There are only two buttons and two lights on the machine (for power and on line), with the rest of the options being set by a number of DIP switches on the back and through the printer driver.

The paper is fed in from a cut sheet feeder on the front of the printer, which can hold up to 50 sheets of paper. The best results are obtained by using special smooth paper, which costs about £18 for 200 sheets. Ordinary paper can be used, but the print quality suffers if there are any bumps on it.

The ribbon is different from any other type of printer ribbon I've seen. It is a cartridge containing a large number of A4 sheets of wax–coated film holding the ink, which is transferred on to the paper by heating the print head. Each page of print is created by printing the three primary print colours (Cyan, Magenta and Yellow) in turn.

Each of the sheets on the roll can only be used once, so you can give a precise figure for the price of each page of printing. Each wax ribbon costs £38.95, and will print 115 pages, so each page will cost you around 34 pence.

If you use the photorealistic kit, a 100 sheet ribbon will cost £250, giving a price of £2.50 per page. You can get ribbons which also contain a black sheet, but these can only print 85 pages, upping the cost even more. However, I found the blacks from the three colour ribbon to be extremely good, so there's no real need to pay for the black sheet..

The print head is rather unusual as well, because it spans the entire width of the paper, so there's no need for it to move when printing. Printing is not particularly fast, taking around 2 minutes 30 seconds for a full page in the normal mode and around eight minutes in the photorealistic mode.

Because of the way the pages are printed, the driver needs to build the image of the page in memory, which requires several megabytes. Fortunately, the driver can spool this to a hard disk, thus cutting down on the amount of memory needed to around 128K, but at the cost of several megabytes of disk space.

Printing using the Primera is a pretty intensive processing operation, especially in photorealistic mode, so it is not really practical to try to multitask with other programs or utilities while the printer is processing. Also included with the Primera is an Amiga driver, which can be installed manually or via the included software. This means that any program which uses the Workbench preferences will print happily to this printer, although given the running costs, there's relatively little point in just printing out text using the Primera.

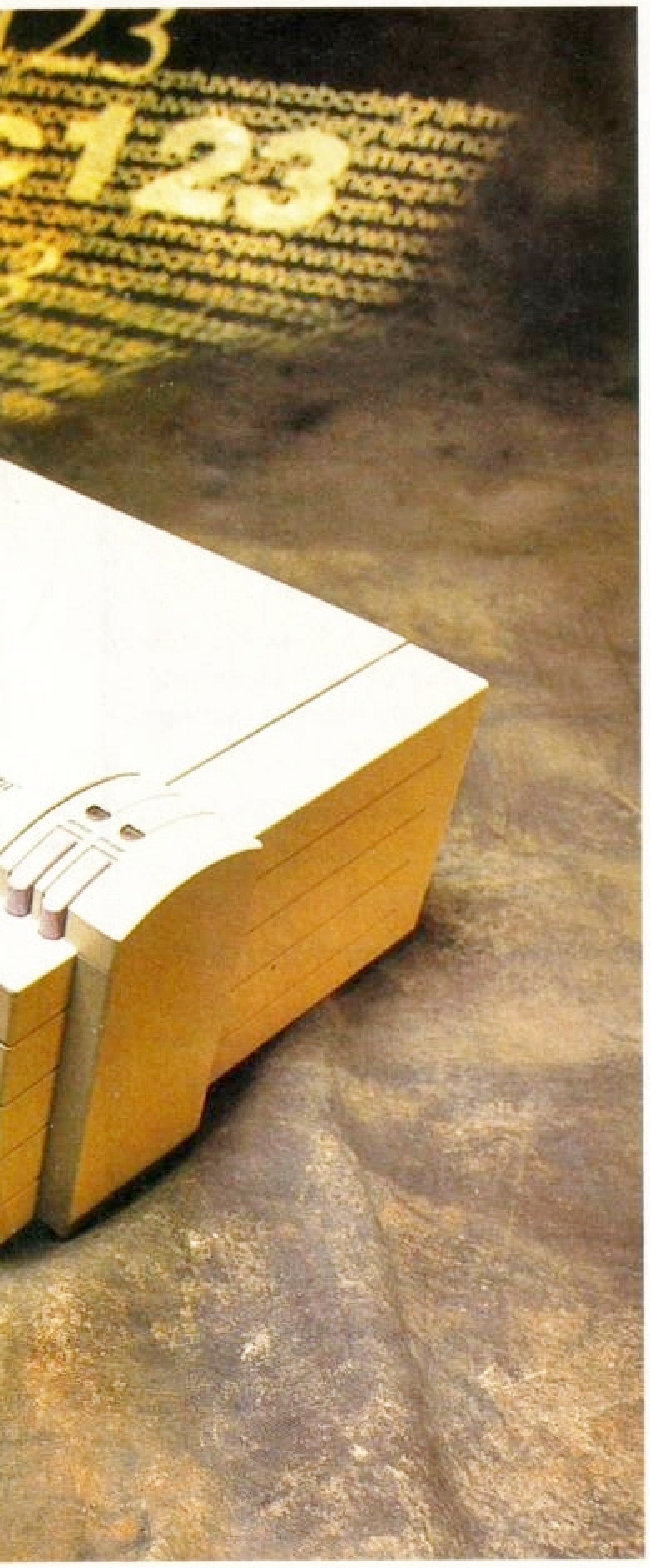
The driver has various density settings, but these don't affect the actual dots per inch setting of the printer, which is fixed at 204dpi. The density settings determine what type of ribbon you are using.

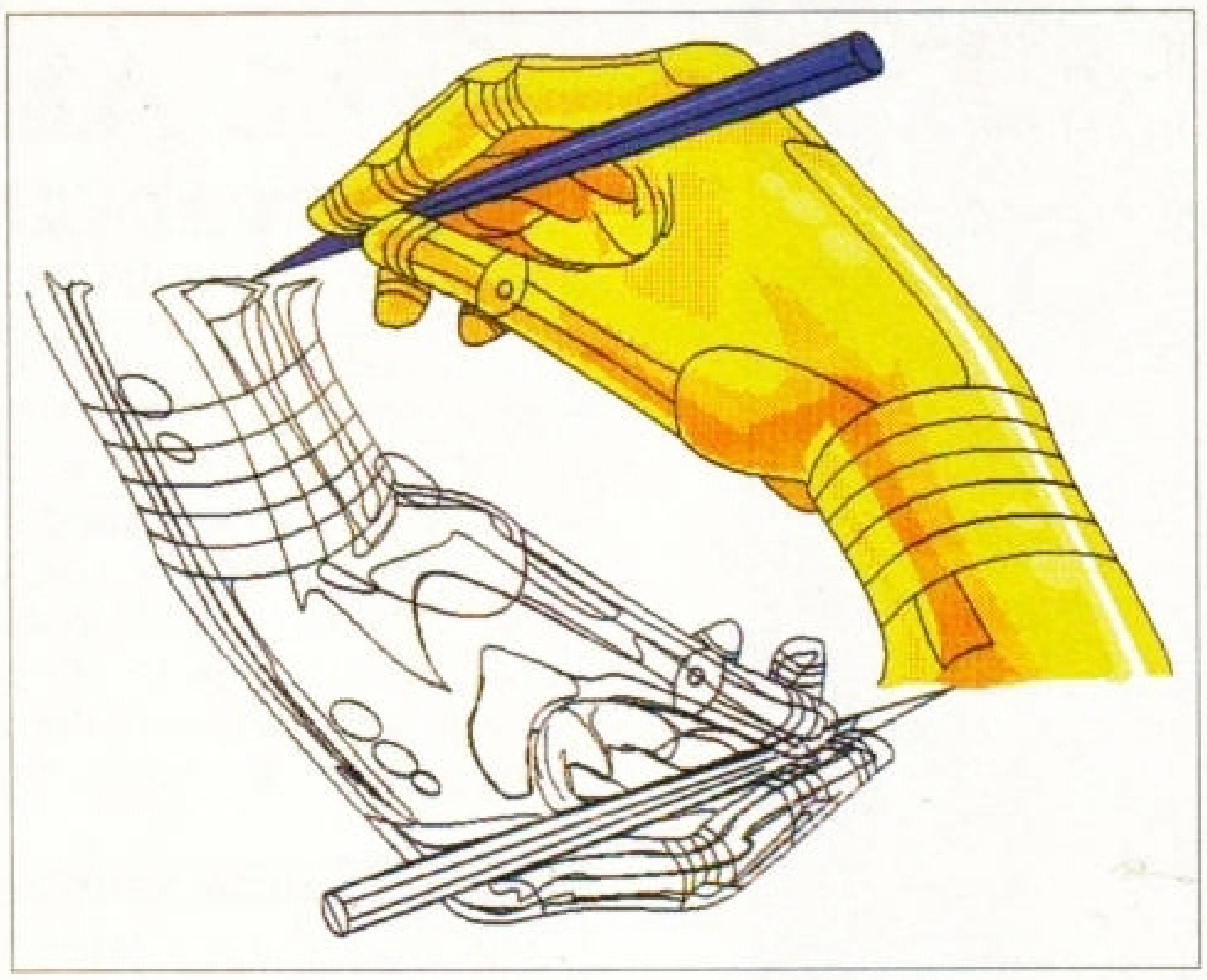
The quality of output is absolutely stunning. 204dpi is a slightly better resolution than most dot matrix printers (which are usually about 180dpi) but not quite as good as a laser printer (which is 300dpi). However, the subtle blending of the colours more than makes up for this. The colours are bright, the blacks are solid and

PHOTOREALISM?

For an extra £250 you can buy a different type of ribbon which gives you greatly improved printouts. This uses a process called dye sublimation, where different colours of dye are blended together to give the colours used in the image.

This gives much smoother colours without the need for dithering, where a series of coloured dots are used to simulate another colour. It's much more expensive to print this way (around £2.50 per page), but you would probably only use this for final printouts, with the draft prints being produced by the normal wax method.





The Primera Fargo produces this sort of incredibly detailed printout, that no other printer in this price range can come close to matching.

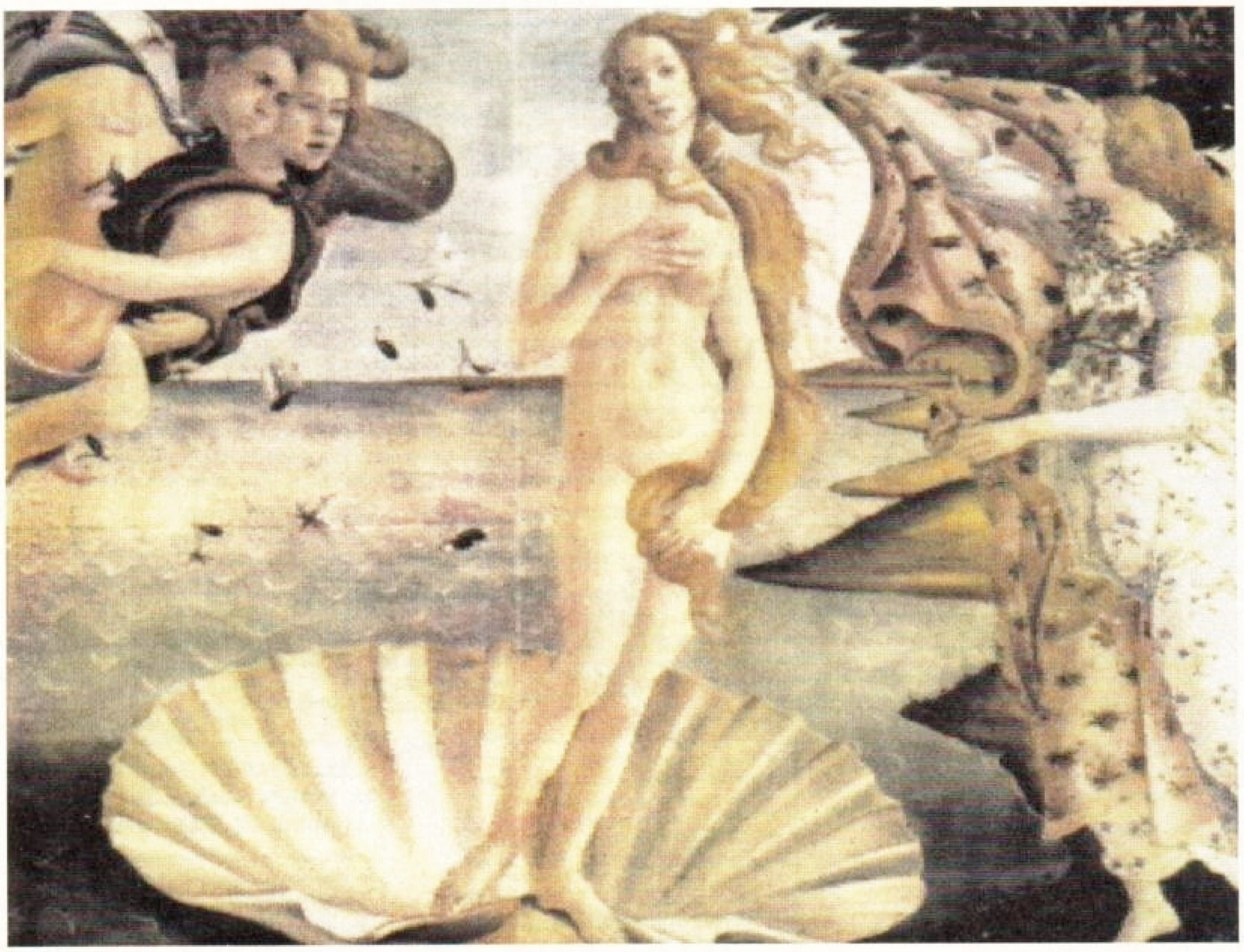
> “ The output in both photorealistic and normal mode is absolutely stunning, with very strong colours which are subtly blended. No other printer in this price range can match the Primera. ”

there is no trace of banding or colour changes across the print. The colours are very close to true, and the printer does a good job of dithering the colours when working with a normal wax ribbon.

The output in the photorealistic mode is also quite exceptional, with extremely strong colours which are subtly blended. The output from the Primera is easily better than that on any colour bubblejet currently available.

If you want the best quality output you can get without having to spend several thousand pounds or sending your files to a bureau, the Primera is exactly what you've been waiting for.

Botticelli's *Venus Rising* has never looked so good. The Primera could have been made for Renaissance Italian artists.



FARGO PRIMERA COLOUR PRINTER



DESCRIPTION
Colour printer

MANUFACTURER
Fargo Electronics

DISTRIBUTOR
Power Computing 0234 843388

PRICE
£825, £250 (Photorealistic upgrade)

RELEASE
Out now

SPEED
Not fast by any means, but it compares well with the Canon BJC-600 or the Star SJ-144

MANUAL ●●●
Not bad at all, but heavily biased towards the PC and Windows user, which is a pity.

ACCESSIBILITY ●●●●●
Software is included to install the driver easily, so there are no technical fiddly bits to confuse you.

FEATURES ●●●●●
It's not a printer you are likely to ever use for printing text, unless you are extremely rich.

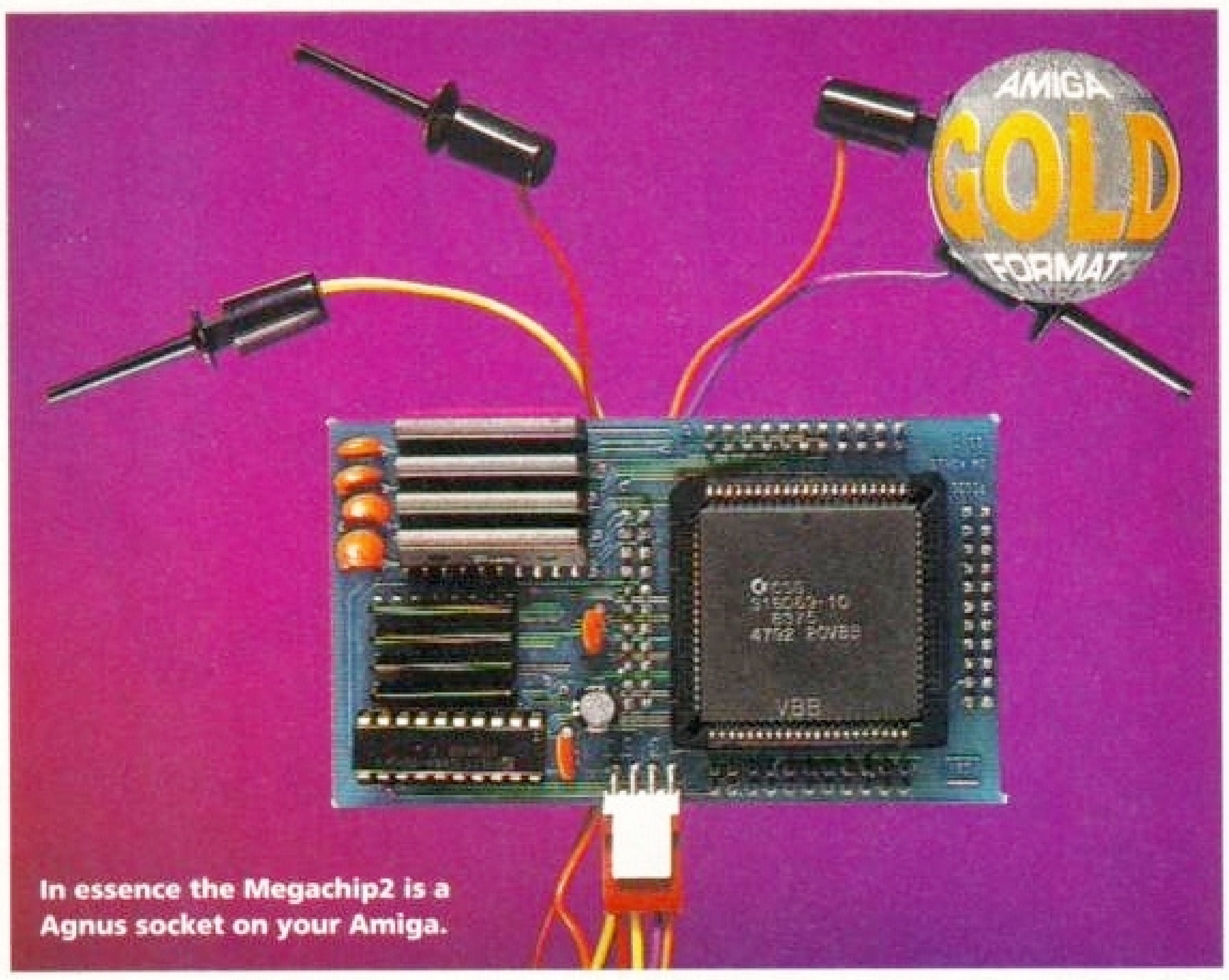
VALUE ●●●●
Not cheap to buy or run, but if you need quality printouts, this is the best colour printer I have seen.

VERDICT

“ The quality of the Primera's printouts is absolutely stunning, the colours are bright, the blacks are solid and there's not a hint of banding. It's not cheap to run but if you want the best print quality, this is it and it's worth paying for. ”

95%

Megachip2



In essence the Megachip2 is a Agnus socket on your Amiga.

Nick Veitch has found the solution to all those Chip RAM problems. If only he can remember it...

THE TROUBLE WITH Chip RAM (graphics memory), is that there is never enough of it. This wouldn't be so bad, except you can't easily add it to your system. Chip RAM is used by applications to store data which has to be accessed by the custom chipset. This boils down to art packages and music programs, in other words about 90 per cent of the serious software you will want to run. Adding Chip RAM will allow these programs to handle more data such as longer sound samples, bigger animations in *DPaint* and so on.

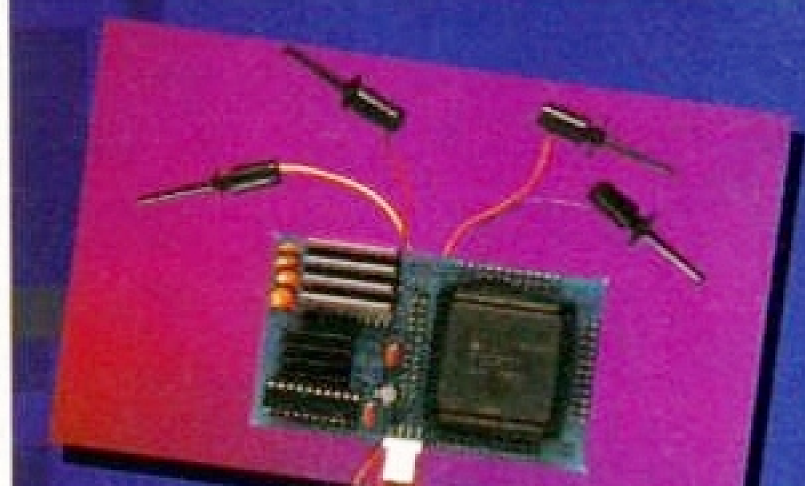
The newer Amigas have 2Mb of Chip RAM, as opposed to 1Mb on ECS machines (A600 and A500 Plus) or 512K (on the old A500). Now you too can have bigger numbers on your menu bar with the Megachip2.

This device is an Agnus upgrade. The Agnus chip controls all the DMA access, and thus controls the Chip RAM. The Megachip2 is a replacement board which fits in the Agnus socket on your Amiga. This means that you have to remove your old Agnus chip – a task not to be undertaken by the faint of fingers.

Fitting the board is simple, but you have to attach a few crocodile leads to your Gary chip. Gary is in charge of mapping the RAM and these links will mean that the memory addition is transparent to the Amiga system. There is no need to mount the extra RAM, it just appears at startup. Software is provided to test that the Megachip2 is operational, but you can easily tell by looking at the memory bar.

It's an excellent solution, and reasonably cheap too. If you really need the extra Chip RAM, this is the only way to go.

MEGACHIP2



DESCRIPTION
Chip RAM expansion

MANUFACTURER
DKB

DISTRIBUTOR
Power Computing
0234 843388

PRICE
£159

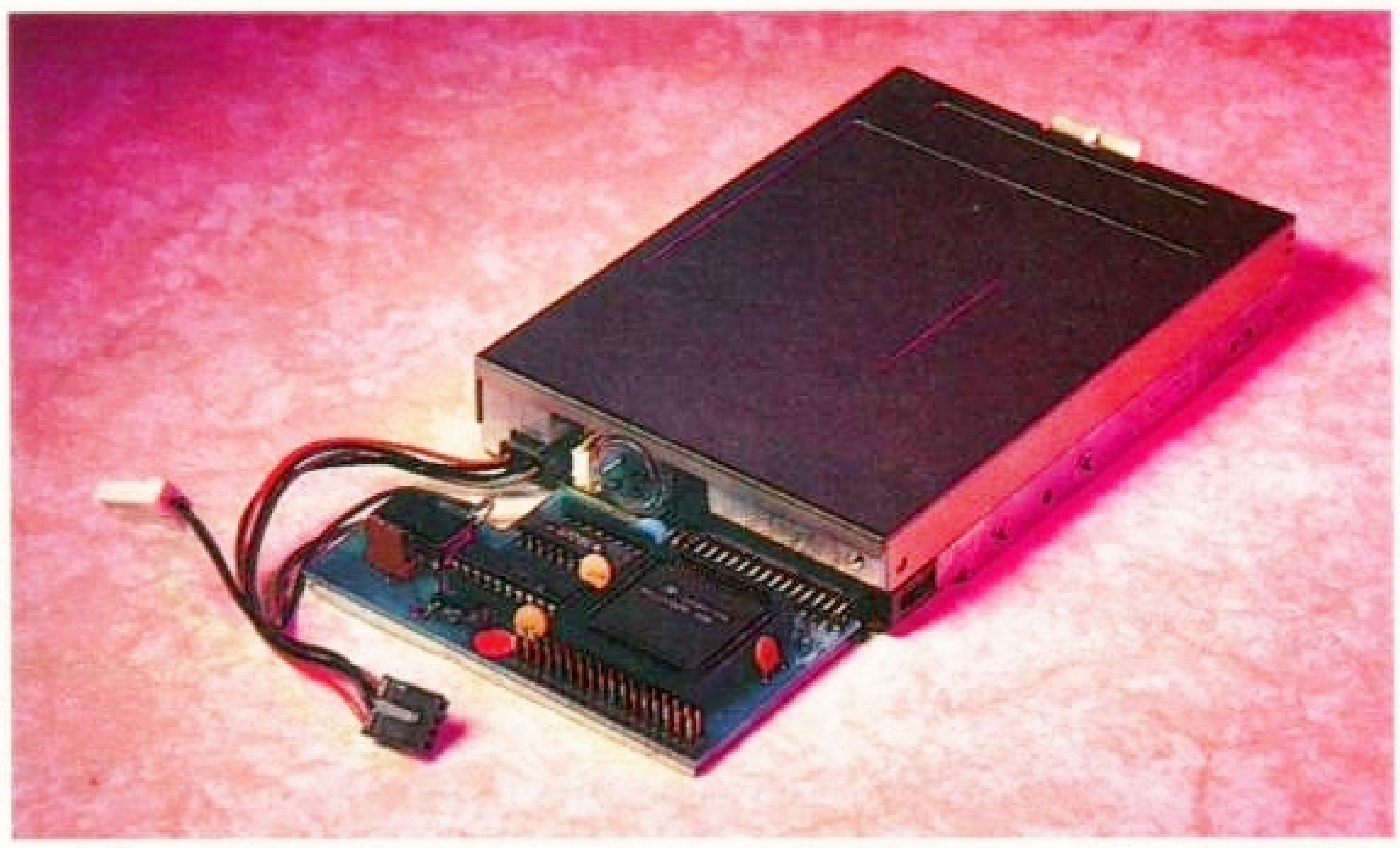
VERDICT

"Quite simply the only sensible way to expand your Chip RAM capacity. Pretty good value too."

91%

XL Internal

Still looking for that extra disk capacity? Check out the XL drive with our own high-density Nick Veitch.


Up and running on your Amiga, the XL Internal Drive gives your machine some serious disk space – 1.6Mb of formatted disk capacity to be exact.

MOST COMPUTERS IN the universe now use a high-density disk as standard. The major exception is the Amiga. Apart from a few rare A3000s and the A4000 series, all Amigas have suffered from a standard double density drive.

When you see Workbench arriving on six floppies, one begins to realise the limitations of this capacity. It isn't just difficult to fit all your Workbench requirements on to one disk, it is almost impossible. Surely, wouldn't some sort of high-density mechanism to be in order?

Power Computing have been producing their high-density XL drive for some time now. It is an external mechanism and if you want to install your Workbench on it, you will have to use extended boot options to boot from the external drive. Not a pretty solution.

So Power have produced an internal version. This is simply the mechanism with a small interface card which sits between it and the floppy connector on the Amiga motherboard. Installation is very easy all you have to do is plug in a few cables and screw the drive into the mounting bay.

When it's up and running, you too will experience the joys of 1.6Mb of formatted disk capacity. With appropriate software (such as *CrossDos*) you will also be able to read and write 1.4Mb PC formatted disks.

An internal high-density drive is not a necessity, but it does make life a lot easier. At this price it is only marginally more expensive than a standard floppy drive, anyway. The only consideration is that, of course, the existing internal drive will be useless to you. The mechanism is a well-made Sony job, so it should last a lot longer than the cheap ones installed as standard.

XL INTERNAL DRIVE



DESCRIPTION
Internal high-density drive

MANUFACTURER
DKB

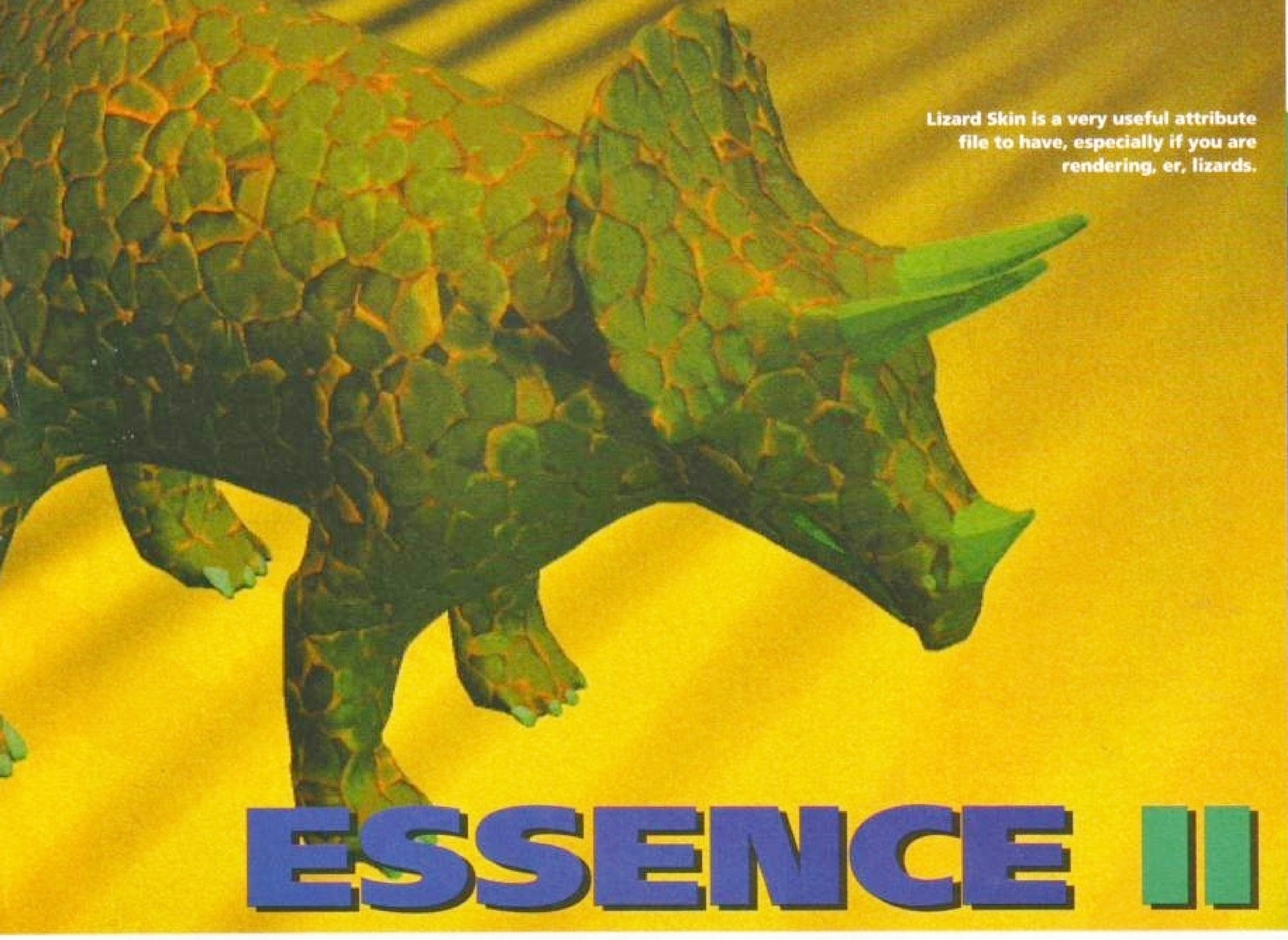
DISTRIBUTOR
Power Computing
0234 843388

PRICE
£79.95

VERDICT

"At the moment, this is the only real way of adding high-density capability internally."

88%



Lizard Skin is a very useful attribute file to have, especially if you are rendering, er, lizards.

ESSENCE II

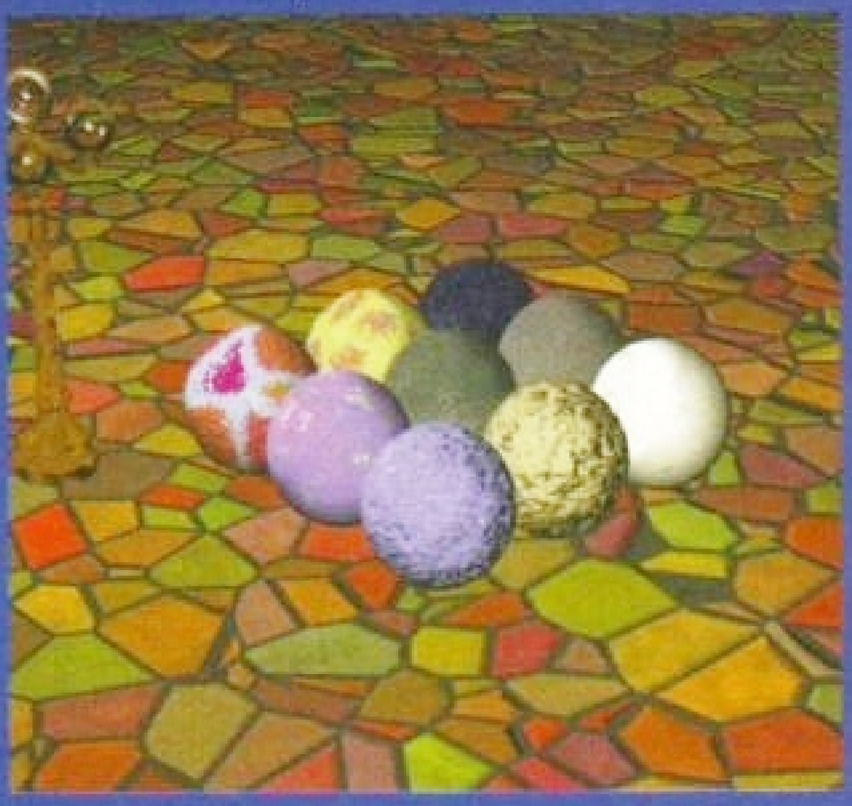
Feeling flat, dull and boring? Nick Veitch was until he discovered procedural texture mapping for Imagine (or so he claims)...

WHAT IS THE single thing which makes a ray-traced image more realistic than anything else. Is it the models themselves? Unlikely. Due to the constraints of memory and rendering time, objects are usually oversimplified in the extreme.

The thing which always makes the difference is the attributes that you assign to your objects. There is no point in spending hours creating a most excellent model of a human face if it ends up looking flat.

The answer, of course, is to construct realistic attributes. The attribute handling in *Imagine* is quite advanced – you can alter things such as specularity, roughness, reflectivity and so on. Colour maps can be added to objects, so it is quite easy, for example, to model a can of soup – all you need is a cylinder and an IFF containing the colour information for the label.

BETTER, YES... BUT FASTER?



Imagine doing this surface with a colourmap instead of a procedural texture. Not only would it take hours to create and render, it may use up more than a few K on your disk too.

You might think that all this texture calculation increases the rendering time dramatically. You would be very right. If you want to get serious about these textures, get an FPU and the FPU version of *Imagine*. In some cases the textures can be a lot quicker to use. Replacing a 700k 24-bit colourmap with a 12k texture is going to make for a quicker render.

Irregular objects are more tricky, and it is particularly these which *Essence II* is designed to help you create. Imagine something like a dried and cracked river bed – it would be possible to model it using just a colour map on a flat plane. However, the shadows in the cracks would have to be generated correctly otherwise they would clash with other shadows in the scene. You could fiddle around until you got it right, but it would be very time consuming, if not completely impossible.

The real answer is a procedural texture map. You will have seen some of these already if you own *Imagine*, but the ones that are included with *Imagine 2* are fairly basic and deal mostly with patterns.

Essence II is a collection of textures most of which contain bump information. By applying them to a surface, the object is no longer considered to be flat, but to have a variable surface which is mathematically calculated by the texture file.

The textures on the disk are divided into categories. By far the most interesting of these is the Organic drawer. This is full of useful effects such as Lizard Skin, Fungus, Vein and, of course, there is one which simulates a dried-up river bed.

The textures are also provided prelinked into attribute files. This means that you can just load the textures as attributes and go rendering. Plenty of these files are provided to get you started.

At £80 it is nearly as much as the upgrade price from *Imagine 2* to *Imagine 3*! Having said that, one shouldn't judge the quality of the software by how many disks it takes up. A lot of effort has gone into *Essence II* and it shows every time you render an image.

ESSENCE II



DESCRIPTION
Imagine texture files

MANUFACTURER
Apex Computer Publishing

DISTRIBUTOR
Alternative Image 0533 440041

PRICE
£80

RELEASE
Out now

SPEED ●●●●
Essence II can actually speed up the rendering of objects in certain circumstances.

MANUAL ●●●
You don't need to read a manual in order to work out how to use a file requester.

ACCESSIBILITY ●●●●
Two disks full of files, including objects and attributes as well as the textures themselves.

FEATURES ●●●●●
It has the best collection of procedural textures you are ever likely to come across.

VALUE ●●●
Not a bad price, considering that it makes creating impressive images about 12 times easier.

VERDICT

“These textures enhance the power of your Imagine package no end. If you have completely failed to produce a single impressive image with Imagine so far, you need this package. If you have – think of what you'll be able to do now!”

82%

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These's disks consists of the latest version of the GCC environment, Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

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* As from the 1st of November 93' Fred Fish produced his last FISH disk (FF910) Now every six weeks the only way to get the latest disks is on cd rom which you can subscribe to direct from the UK from PDSoft. Ring for details or use or credit card to start the subscribtion. Cards charged every six weeks as cd's are dispatched from us (PDSoft).

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❑ ^ + V908 DPAINT TUTOR Do you have DPaint, learn how to use it.
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❑ ^ + V933 GCSE MATHS Program to help with the GESE maths course
❑ ^ + V944 AMIGAWORLD Contains information about every country
❑ ^ + V1015 JAPANESE Help teach Japanese. Word-a-day & Vocabulary.
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❑ ^ + V1165 6th FORM EDUCATION Contains Biorhythms, Calc, Elements, Huge, Resumemaker, Typist, Wavemaker & more
❑ ^ + V1166 TUTORS Contains notes & totors for the the commodore Amiga.
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❑ ^ + V298 NORTHC v1.3 Complete C language with all files needed (2)
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❑ ! + V350 BUSINESS CARD MAKER Design your own Business cards.
❑ ^ + V366 600 BUSINESS LETTERS Over 600 Standard Business letters
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❑ ^ + V479 CHESS & UTILITIES A collection of chess related Puzzles.
❑ ^ + V489 AMIBASE PRO v2.0 This is most popular PD Database program.
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❑ ^ + V523 DICE C COMPILER (2) Matthew Dillons full featured powerful C compiler & environment system.
❑ ^ + V536 CATALOGUE UTILITIES A collection of utilities used to Catalog disk/ Video & Tape collections (2)
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❑ ^ + V575 HOME BUSINESS Based on word processing, Data Management, Spreadsheets, Accounts & Printing. (6)
❑ ^ + V583 ICON EDITOR III v2.0 Create Icons upto 640x200. Edit or Create
❑ ^ + V610 GOLF SCORES v1.84 It will record each round you play & Store it
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❑ ^ + V786 PASCAL This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑ ^ + V787 PROGRAMMER TOOLS GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools
❑ ^ + V790 ANIMATION UTLS Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑ ^ + V791 DIRECTORY ULTS Highly recommended programs which are design-ed to make CLI tasks virtually obsolete.
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❑ ^ + V924 PLOT MAP v0.85 An extra disk for use with Draw Map v4.0+ Will allow use of the program with 512K RAM
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❑ ^ + V942 SCREEN BLANKERS A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
❑ ^ + V943 LYAPUNOVIA v1.5 Mindboggingly colourful program that makes pictures from a mathematical formula. AGA support
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❑ ^ + V949 TESTS Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more.
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❑ ^ + V952 x-BENCH v1.0 (2) Complete solution to the replacement Workbench. Contains LastHope, View, Virus Checker, Power packer & DCopy2
❑ ^ + V958 CLUB LEAGUE Is a utility that will allows you to edit and keep track of your divisons/leaggue stats.
❑ ^ * V962 SUPER KILLERS v4.1 (2) The latest Virus Killers like BootX v5.23b, Virus Checker v6.33 and VirusZ v3.14
❑ ^ * V976 WB v2.04 UTILITIES 6 Next collection of WB v2.04+ utilities.
❑ ^ + V977 FILE & HD No 5-6 Next Excellent collect of HD utilities. (2)
❑ ^ + V979 NCOMM v3.0 Is a communications program based on Comm v1.34 with lots of very nice enhancements
❑ ^ * V980 KICK v1.4 Will down grade A500+, A600, A1200 users machines to run software that would NOT normaly work. Turns them into a Workbench 1.3
❑ ^ + V983 MEGA CHEATS v3.0c Now contains over 500 cheats.
❑ ^ + V984 PROTRACKER v3.0a The latest updated version from Norway, Various bugs fixed and 70 new features
❑ ^ + V988 ZIPBENCH v4.0 Another Workbench replacemant but contains excellent utilities like, powerpacker v2.2a, powerplayer, SysInfo, VirusX, Archiver, b-Base, BootIntro, Degrader, Fist Aid Box (2)
❑ ^ + V994 THE MONEY PROGRAM v1.5 Features include upto a maxium of 60 accounts, upto 50 direct paymenys,
❑ ^ + V1000 GRAPHPRO v1.0 Written with Amos pro by David Jordan. Basically takes a set of data, plots them on a graph.
❑ ^ + V1001 VMORPH v2.21 Will allow you to create smooth morphs/warps bet-ween two different images over a period of frames to create an animation.
❑ ^ + V1002 RAMOS PRO v1.12 If you have Amos Pro then this disk will make your programs Boot without the program
❑ ^ * V1003 NICKPREFS Is an enhancement to WB 2/3 which adds 3 new preferences WBPicture, BuzyPionter & Floppy.
❑ ^ ^ V1005 WORKBENCH 3.0 UTLS Contains the fist batch of A1200 and A4000/ 030/040 Utility programs
❑ ^ + V1009 TURBO TEXT v1.1 Excellent Word Processor. Very impressiveversion
❑ ^ + V1013 POOLS PREDICTION A helping hand with the Pools.
❑ ^ + V1016 OCTAMED v2.1 Music editor which was designed for making music.
❑ ^ * V1017 POST v1.86 An excellent Post-script interpreter for the Amiga which implements the full Adobe language (3)
❑ ^ ^ V1021 (AGA) SCREENS Enhance your Workbench disks backgrounds with theses nice full coloured pictures
❑ ^ + V1022 LITTLE TRAVELLER v1.1 Shows a world map & you can select any country for travel information, Zooms up another close up map with more detail.
❑^ + V1023 QUIZ Contains Questions & Answers with the option to add
❑^ ^ V1024 (AGA) MANDELSQUARE v1.6 Generate enhanced AGA set images, requires numerical coprocessor. You can create 256 colour coloured pictures
❑ ^ * V1025 TERM v3.4 Comm prgroam, Xpr transfer, filetype ident after download, cut & paste, point-and-click, auto upload/ download, VT102/VT220, Ansi emulation, powerfull phone book & AGA support (3)
❑ ^ * V1034 ADM v1.01 Flexible address database with loads of great features.
❑ ^ ^ V1037 (AGA) A1200 WB HACKS An excellent collection of Utilities & Hacks
❑ ^ + V1038 AMOS PRO UPDATER v1.11 1st Update to the Amos Professional
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❑ ^ + V1040 bBASEIII v1.3 An easy to use, versalite, yet full featured database. Greatly enhanced successor to bBASE II.
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❑ ^ + V1045 uDRAW v1.0 Provides a mechanism for the rabid drawing of schematic diagrams. Bitmap oriented
❑ ^ + V1046 THE XI RAVE SAMPLES Grarett Watt's IFF 808 State samples
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❑ ^ + V1059 GRAPHICS Create stunning graphical images. MPath creates swirling galaxy images. Roses, Rayshade
❑ ^ + V1060 CIRCUIT BOARD DESIGN Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❑ ^ + V1061 DISK UTLS Several highly recommended programs for performing file hard drive backup, file recovery, disk track recovery, and forced disk validatuion
❑ ^ + V1062 DESKTOP PUB Transfers Macintosh screen fonts. AFM metric files to Amiga fonts/PPage. metric files.
❑ ^ + V1063 RIPPERS, STRIPPERS & BEATS For the music enthusiast, design-ed to strip music from your favorite games
❑ ^ + V1067 3D OBJECTS 3 About 20 objects in Sculpt / Turbosilver format
❑ ^ + V1069 PRINTER DRIVERS 5 Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet.
❑ ^ ^ V1070 (AGA) UTLs 2 256 colour icon editor, Plamsa256, QuickGrab v1.1
❑ ^ ^ V1071 (AGA) MSM v1.8 Martins system monitor for programmers
❑ ^ ^ V1072 (AGA) WINBLENDER v39.28 Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❑ ^ + V1073 FT-X ACCOUNTS v2.01 Was written as there are not ready any other good account packages.
❑ ^ ^ V1074 (AGA) UTLs 3 Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs incluing demos & some games
❑ ^ * V1077 GENEALOGIST v3.04 Is a specialized database for keeping track of genealogical information. Full featured & a wide selection of features to use.
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❑ ^ + V1087 STOCK ANALYST Technical analysis and securities tracking program which calculate when to buy & sell shares
❑ ^ ^ V1088 WB 2.0+ UTLS Contains ChkFrag, DFC5, FastDos, Formatter, No-Click, UnDelete, KeyMac, MegaWB, MR, 1 Plane, OpenL, ResumeMaker & StarBlank.
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❑ ^ * V1095 THE DEGRADERS If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
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GAME DISKS

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❑ ^ + 2054 ATIC ATAC A rendition of the game from the original Spectrum
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❑ ^ + 2411 TOTAL WAR Strategy world conquest type game. 1 or more players
❑ ^ + 2432 GOLDEN OLDIES Galaga, Galaxian, Space invaders, Asteriods, Batty & Missle Command the Classic selection.
❑ ^ +> 2447 COINDROP Fruit Machine simulator with various gamble modes.
❑ ! - 2448 CRAZY SUE Another first rate cute school girl platform game.
❑ ^ +> 2480 FRUIT MACHINE 2 As near as poss to the Arcade machines
❑ ^ + 2491 LEGEND OF LOTHIAN Excellent adv game in the vein of Ultima.
❑ ^ + 2498 AMOS CRICKET Excellent arcade cricket simulator with nice graphic
❑ ^ + 2614 TETREN Is a 1 or 2 player Tetris. The 2 player game is Head 2 Head.
❑ ^ + 2617 GOLDEN OLDIES 2: Croak, Is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we've played here. Trail-Blazer, as the C64 Classic. Scamble.
❑ ^ + 2620 DR MARIO You must move coloured pills down the screen.
❑ ^ + 2621 ETERNAL ROME Start the Roman Empire from 32BC. Build fleets, armies & attack other counties and armies.
❑ ^ + 2622 DONKEY KONG Platform game in which you must rescue the girl.
❑ ^ + 2676 MORIA v5.4 Loads of new features, better graphics, larger, graphics, dungeons, screen updates, overview of dungon's map, more monsters ect..
❑ ^ + 2724 NEIGHBOURS Is the best graphical adventure game to date (2)
❑ ! + 2738 AIR TRAFFIC CONTROL Try to guide upto 100 planes into the AirPort
❑ ! + 2802 CARD-O-RAMA Sea heven, Crib Klondike, Black-jack, Spades, Street.
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❑ ^ + 3252 BONDMINE 12 A well produced game in the vain of the classic Boulder Dash games.
❑ ^ + 3253 OPERATION METEOR Set in 3d graphics in which you must travel around in a stunning adventure.
❑ ^ + 3265 WIBBLE WORLD GIGGY Wibble World of Giggia Mainia hits town Yes you can enjoy the trills of controlling an egg shaped character for free. Solve puzzles avoid the monsters
❑ ^ + 3283 NECESSARY ROUGHNESS (2) As headcoach you will have to call the playsthat you think will be most effective to the game. You will then be able to see the action, followed by a breif summary of what you have just seen. American Football
❑ ^ + 3285 THE ENTITY v1.1 You play the role or I should say control the stix and you're beinginvaided by the Entity.
❑ ^ + 3286 AIR HOCKEY Is a bat and ball game based on air hockey from the amusement aracdes. 2 players.
❑ ^ * 3287 ROAD TO HELL (2Mb) Is an overhead view driving game like HotRod and super sprint. Theres a helping extra which can be bought from the shop like enhancedtypes, Better Engines, Rockets, Smoke screens ect
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❑ ^ + 3370 DIGITIAL TETRIS Is a One or two player Tetris game with neat graphics
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❑ ^ + 3383 POPEYE Is one of my old travs from the C64 computer. Very playable.
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❑ ^ + 3397 SPACE INVASION Another convertsion of Space Invaiders.
❑ ^ + 3401 JETTY QUEST This game is a cross between QBert and Block It with makes it an excellently addictive puzzle game.
❑ ^ + 3411 KINGDOMS AT WAR This is a 1 to 4 player Risk type game with neat and colourful graphics and presentation.
❑ ^ + 3412 THE LAST REFUGE Is a Space invaiders variant set in the middle ages.
❑ ^ + 3413 DARKSTAFF Is another classic game this one from the spectrum world
❑ ^ + 3414 CONQUEST & DOMINATION An excellent stratergy war game in which you can battle with troops, Tanks, Guns, Planes, Bombers, Battle ships. Replace ammo, trains, tankers, Build buildings ect.
❑ ^ + 3428 CLASSIC TERIS GAMES For all you out there with a fetish for Tetris games heres a little selection to keep you happy.
❑ ^ + 3434 MR MEN OLYMPICS Heres a fast action joystick waggling game for all true Olpmpians or just crazzed Mr Men. (2)
❑ ^ ^ 3436 (AGA) MOTOROLA INVAIDERS Its just another excellent AGA very large graphics space invaider type game. (2)
❑ ^ + 3465 ROBOULDIX Is a action puzzle game with 32 colour graphics, over 500 different objects, and is a variant on the most excellent arcade classic BoulderDash.
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* Works with Workbench 3.0
^ Workbench 3.0+ Only
- Not A600 Machines
> Not Workbench 3.0
(?) Requires (?) Amount of disks

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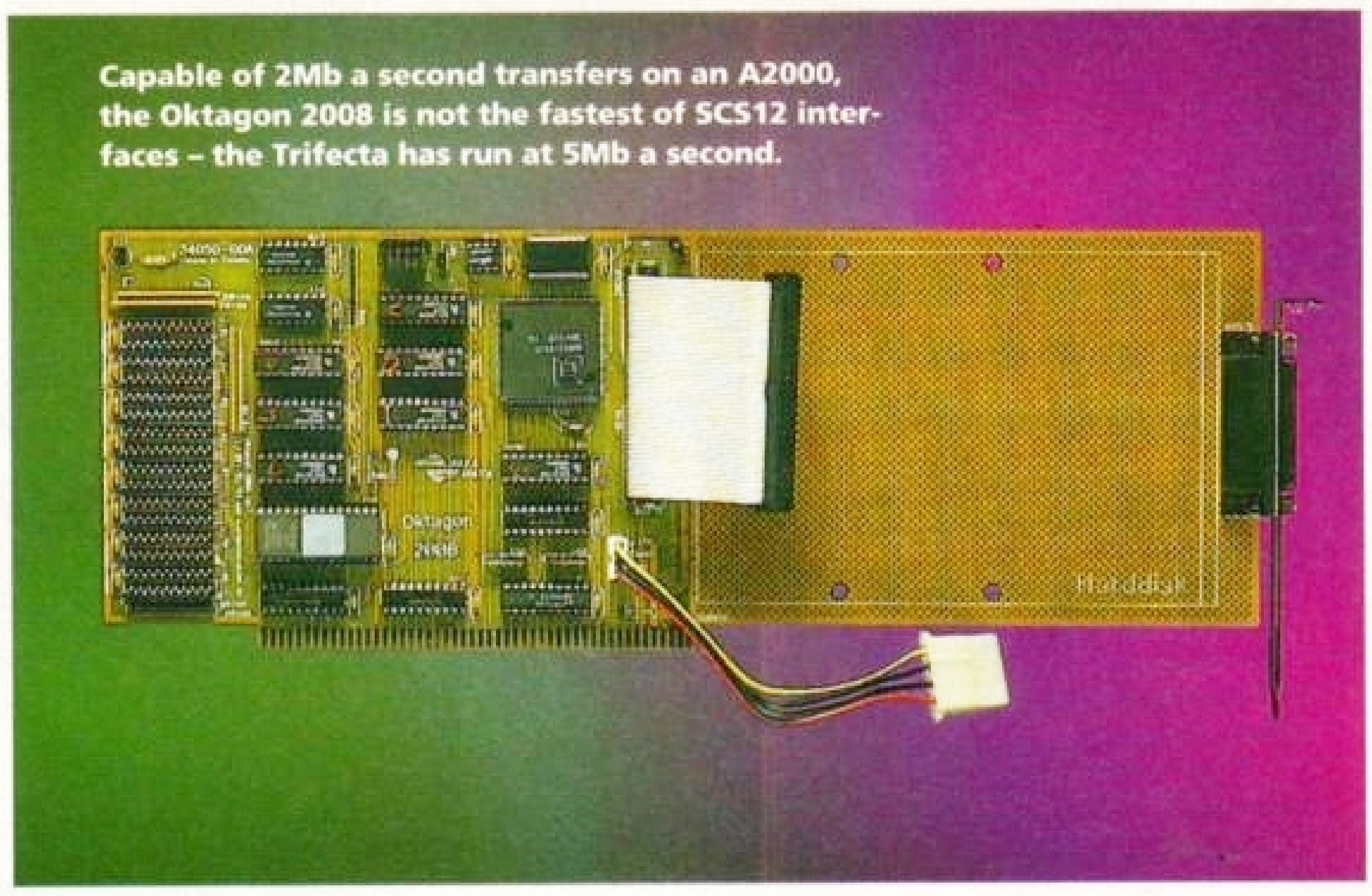
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In the absence of any real solution from Commodore, yet another third party SCSI2 interface appears on the market. Nick Veitch checks it out.

IF YOU HAVE a big box Amiga (2000, 1500, 3000 or 4000) then one useful thing to stick in your Zorro slots is a SCSI controller. But, if you have a 2000 or 3000, then you already have one, so why bother with another?



Capable of 2Mb a second transfers on an A2000, the Oktagon 2008 is not the fastest of SCSI2 interfaces – the Trifecta has run at 5Mb a second.

Oktagon 2008

The Oktagon SCSI interface is a Zorro II card for all Zorro compatible Amigas. The card is made by the German company BSC, who are also responsible for, among other things, *TruePaint* and *Typesmith*.

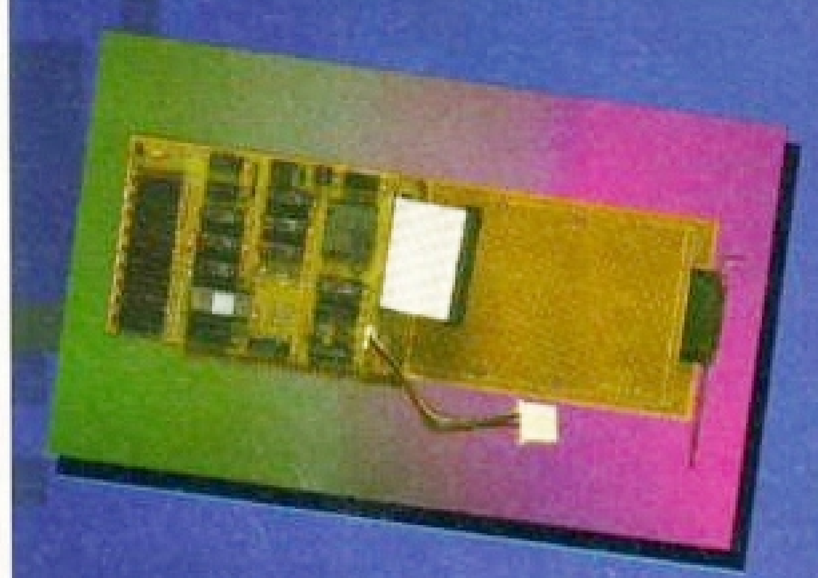
Being a SCSI2 interface means it conforms to the new, faster, SCSI standard. It can still control, and be controlled by, old SCSI devices. SCSI2 can make your machine run around five times faster unless you're using an A4000. Because of the 4000's messy system architecture, most SCSI interfaces run much slower. For example, this card is capable of 2Mb/sec transfers on an A2000, but can barely manage 800K/sec on an A4000/030.

The Oktagon also houses extra Fast RAM in the form of a line of ZIP sockets. ZIPs are no longer the cheapest way to add extra RAM, but it is possible to get very fast ZIPs. The board can take up to 8Mb.

The card can be selected to use standard Amiga Autoconfig and Autoboot routines at startup via the jumpers. Normally this is turned on, but it is useful to be able to turn it off should it develop faults. It also supports automatic diskchange commands – handy when using removable media such as SyQuest disks.

At £129, it is £30 more than a GVP Impact HC8, which would run at about the same speed on a 4000.

OCTAGON 2008



DESCRIPTION
SCSI 2 Zorro II interface

MANUFACTURER
BSC

DISTRIBUTOR
Golden Image 081-365 1102

PRICE
£129

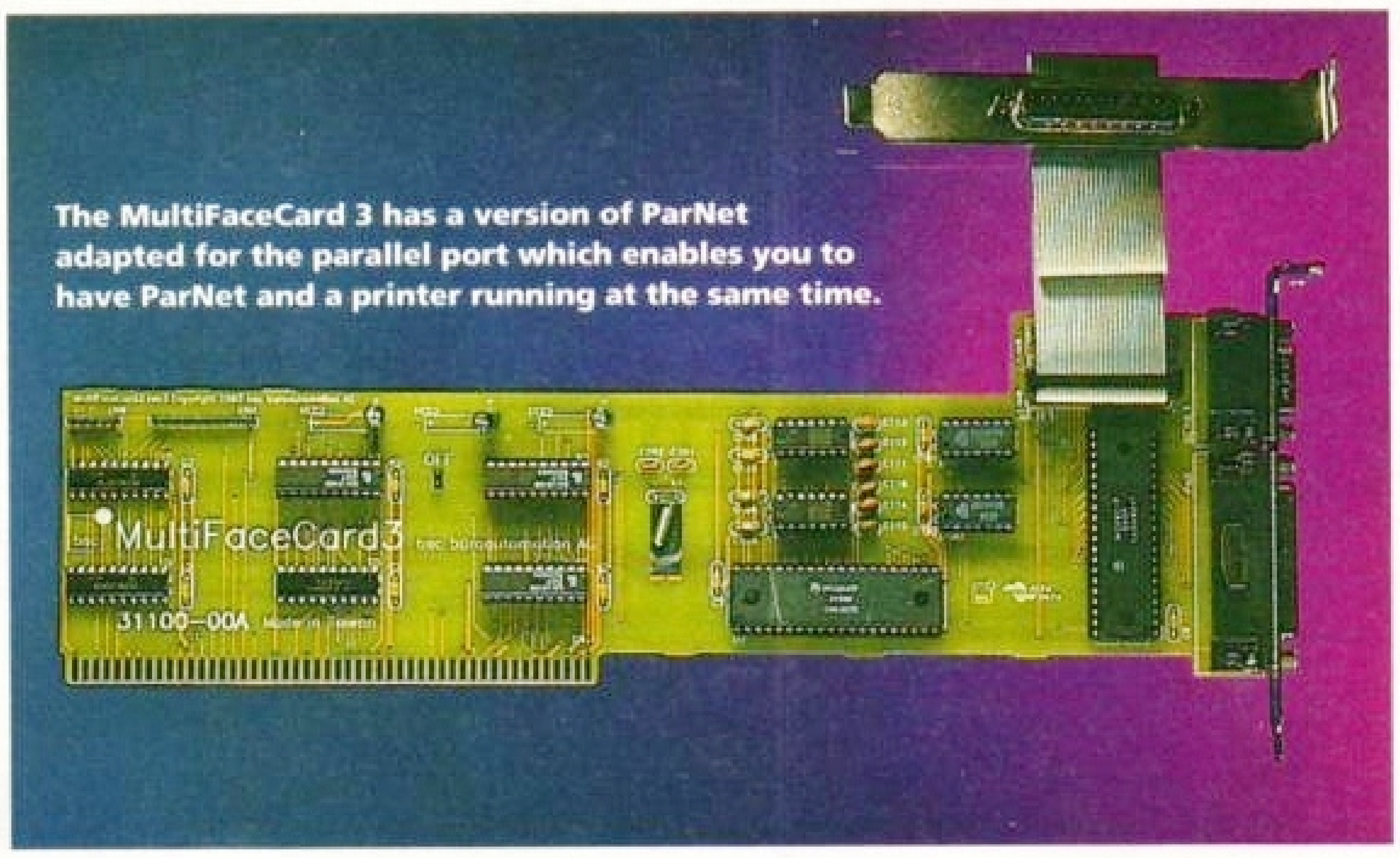
VERDICT

"The Oktagon is a reasonable solution, but not as fast as other SCSI2 controllers."

70%

Is your serial port killing you? Richard Baguley finds out what BSC's latest Multiple serial port card is up to.

ON SOME OCCASIONS, only one serial and parallel port isn't enough, as anyone who wants to use two modems or ParNet and a printer will tell you. And the swapping of leads to use the various different peripherals is a complete pain.



The MultiFaceCard 3 has a version of ParNet adapted for the parallel port which enables you to have ParNet and a printer running at the same time.

MultiFaceCard 3

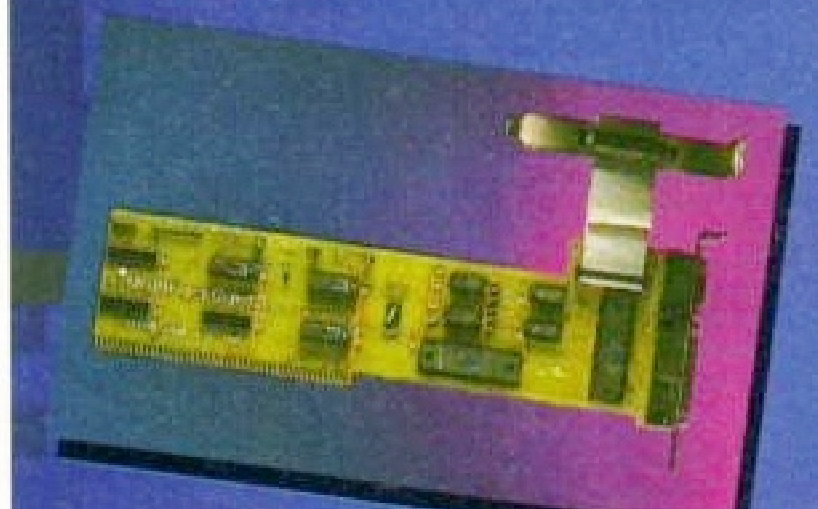
But this needn't be the case if you've got a big box Amiga. The MultiFace Card 3 is an upgraded card from BSC which adds two serial ports and a parallel port. It's a two-thirds length Zorro II card, which has two connectors on the end plate. The 25-pin socket is the parallel port and the 9-pin socket is the first serial port. The second serial port is a 25-way socket located on another end plate, with a cable which connects to the card.

Also included is a disk which contains the software, which is Workbench 2 or above only. This contains a variety of programs, and includes an installation program. The software sets up the device drivers (so programs such as *NComm* can talk to the card) and a couple of assigns you can copy files straight to the serial port through the Shell.

There's also a version of ParNet, adapted for the parallel port, so you can have ParNet and a printer running simultaneously. The serial ports can run at up to 115,000 bps, and the parallel port is fully bidirectional.

In use, the card performs extremely well. I was able to have two modems downloading at 19,200 bps and read a CD-ROM across the ParNet link at the same time, although things did get a little jerky. But this was on an unaccelerated A2000 and operations on a faster machine are very smooth. The card also seemed to have a problem working with a GVP SCSI card I had installed in this machine, but BSC are producing a new version of one of the chips to deal with this.

MULTIFACECARD 3



DESCRIPTION
Multiple serial and parallel port card

MANUFACTURER
BSC

DISTRIBUTOR
Golden Image 081-365 1102

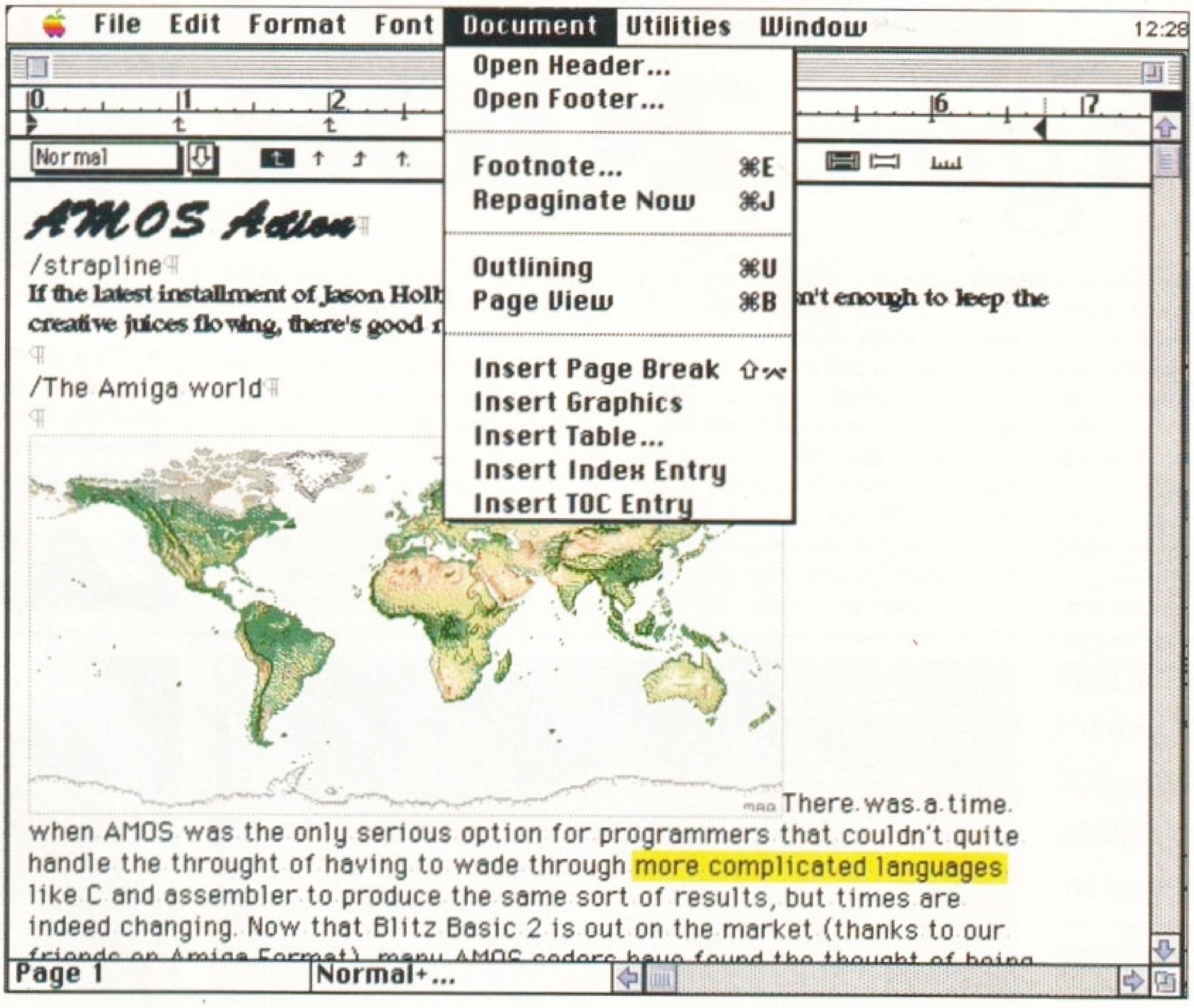
PRICE
£129

VERDICT

"If you need more serial and parallel ports, this card provides them with the minimum of fuss."

85%

CAN WE BE SERIOUS?



Can the Amiga hope to compete when it comes to serious packages like Microsoft *Word?* We ask top Mac and PC developers about their plans for our machine. We also look at two new Amiga word processors which may well beat *Word* at its own game. All this and more in the February issue of *Amiga Shopper* – on sale Tuesday 4th January 1994

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Merry Christmas from HiSoft



Silsoe Village Scene by Gordon Chambers, typeset by Leaside Graphics, Luton.

It's that time of year again, frosty mornings, roaring log fires, red noses … and all those presents to buy.

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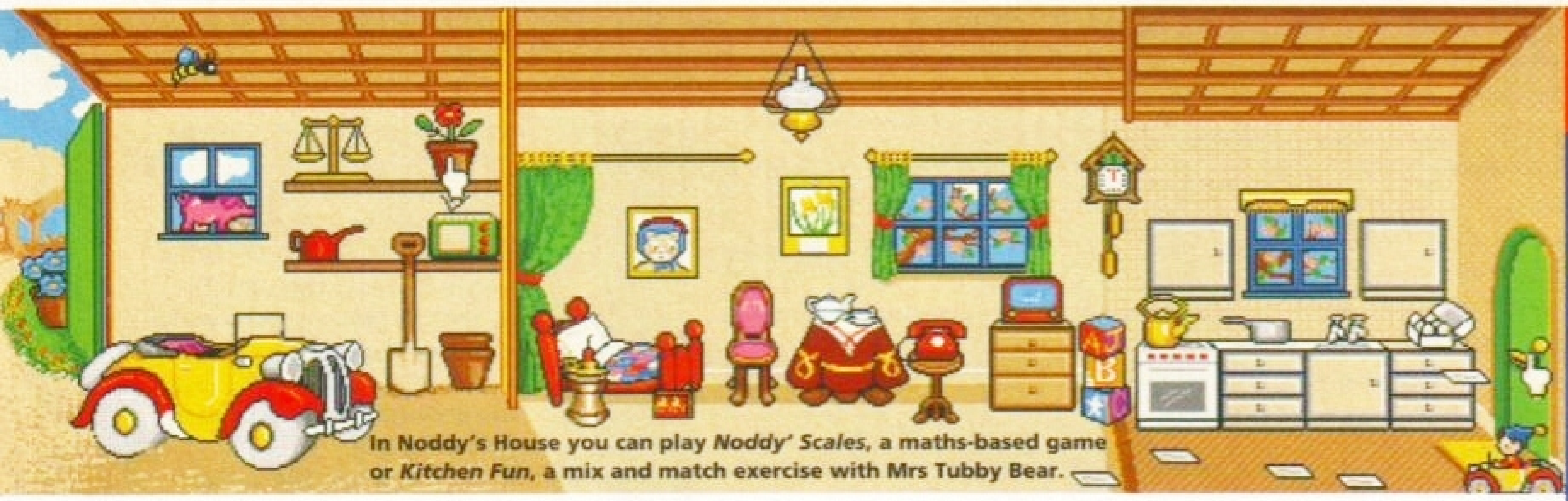
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In Noddy's House you can play *Noddy' Scales*, a maths-based game or *Kitchen Fun*, a mix and match exercise with Mrs Tubby Bear.

NODDY'S BIG ADVENTURE

Learning can be fun with the Amiga's range of educational software. Julie Tolley checks out the latest offering for the youngsters...

THE AIM OF this package for three to seven–year–olds is to teach English, Maths and Technology skills via gameplay. *Noddy's Big Adventure* starts on the road. You are in control of his car, and using a joystick or arrow keys, you tootle along and pick up people who wave and need a lift, drop them off, or park in your very own taxi ranks to start playing one of the seven games on offer.



The driving part of this package acts as a link to the four scenes and their games. In Noddy's House you can play *Kitchen Fun* or *Noddy's Scales*; in The Dark Wood, *Tricky Trees* and *Can You Find Me*; in Monkey Town, *Bert's Scrapbook*; and At The Beach, *Beach Sorter* and i.

In Noddy's House, if you click on the scales, you can play the maths–based *Noddy's Scales* or you can go into the kitchen and by clicking on the cooker, have the option to play *Kitchen Fun* where you have to decide which cupboards go together to make a nice meal, or in the harder levels which ones make up the meal you are told to make.

In *Beacher Sorter*, the easy level finds you matching shapes and colours of pebbles to buckets, and the harder levels, matching animals to their habitats or group type.

Picnic Attack is less educational, but definitely more fun – you have to stop crabs and lobsters from eating your picnic by firing water at them. Move on to Monkey Town and you can play *Bert's Scrapbook*, which encourages sequencing skills by presenting a storyboard in which the pictures, and on harder levels, the captions, have to be put in the correct order.

In The Dark Wood you can play *Tricky Trees* or *Can You Find Me*. Both aim to improve memory as well as reinforcing ideas of shape and colour. Music is introduced in the *Tricky Trees* game, where each tree has a different coloured nose each with its own note, and you have to copy a music sequence by clicking on the noses.

All of these games cover much the same skills and lessons as the original *Noddy's Playtime*, but the size and variety of games in this package is much larger. Where the first release had a *Paint Pot* game where children could create their own images, *Noddy's Big Adventure* has a kiddie-style word processor designed to 'acquaint children with the basic functions found in similar grown-up utilities'.

Noddy's Big Adventure is a well-presented and colourful package. It's easy to use and follow, although if you do not install it on your hard disk, swapping between the four disks can be irritating and more importantly, awkward, for young children. The controls are a little slow and sometimes they don't keep up with you, but overall this is certainly a game Enid Blyton would be proud of.



Protect your picnic by shooting crabs and lobsters with water in *Picnic Attack*, a fun rather than educational game.



The map shows you the game area which Noddy can tootle around in. Do you know why elephants have got Big Ears?

NODDY'S BIG ADVENTURE



DESCRIPTION
Educational Software

MANUFACTURER
Jumping Bean Company

DISTRIBUTOR
Jumping Bean Company
0602 792838

PRICE
£24.99

RELEASE
Out now

GRAPHICS ●●●
Colourful, but simple. Some objects are not easily recognisable and the reds and oranges are too simple.

SOUND ●●
Cute effects for Noddy's car. Plus encouraging or questioning noises from the various characters.

ADDICTION ●●●
There's plenty to keep any child interested, although older children may get through the games quickly.

PLAYABILITY ●●●
Slightly slow – in some games the objects don't keep up with your movements. Easy to get to grips with.

VALUE ●●●
You get plenty of games for your money, some are excellent, others are a little disappointing.

VERDICT

"Games which make learning fun will always be a good thing and this one certainly is. But today's children are far more advanced as far as gameplaying is concerned so educational packages like Noddy's Big Adventure need to be a bit more sophisticated."

70%

THE FOUR 10 *Out Of 10* packs are collections of educational games that could help your child through the maze that is the National Curriculum, by making learning maths, algebra, language skills, and general knowledge fun to practise.

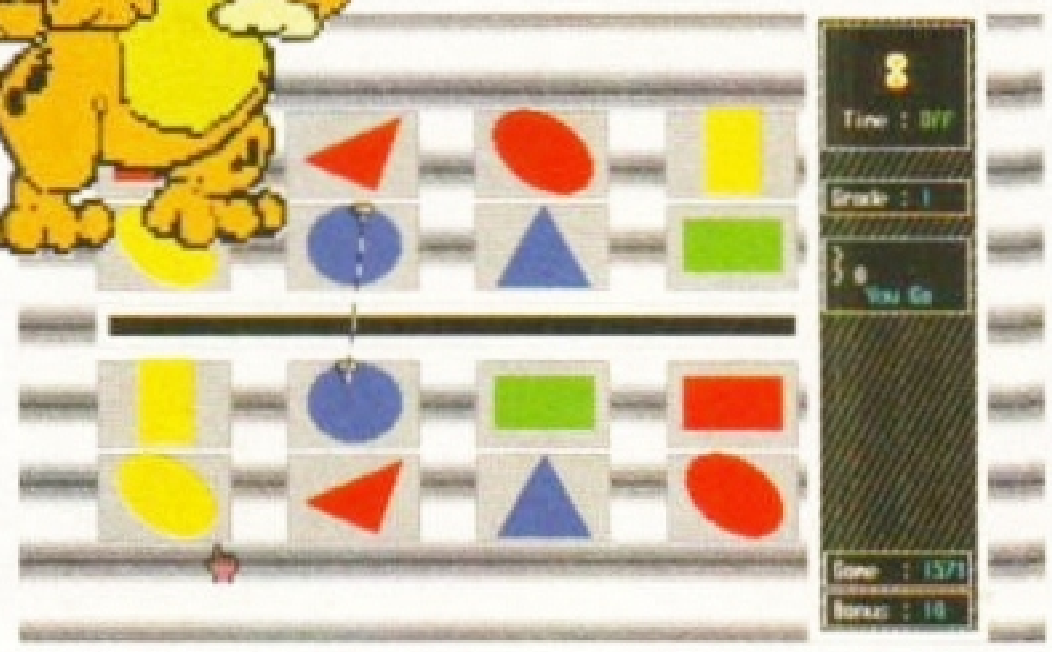
The appeal of the *10 Out Of 10* packs for parents is the inclusion of information on the dreaded National Curriculum. The idea is that you can leave your child playing through the games, come back later and discover how the Amiga thinks he or she is progressing. At least that's the theory, but the at–a–glance attainment table can be confusing and misleading. However, there is every reason why children should enjoy the games. There are six games in each pack and each has six levels that cover the ages of six to 16, or three to seven in the case of *Early Essentials*.

There are cute graphics (I particularly liked the winking dog), end of game rewards, and messages of congratulation and encouragement (or otherwise). These can be customised to include favourite words of praise. Children can play at leisure or pick up bonuses for a High Score Table by racing against the clock. A certificate can be printed as final reward and proof of achievement.

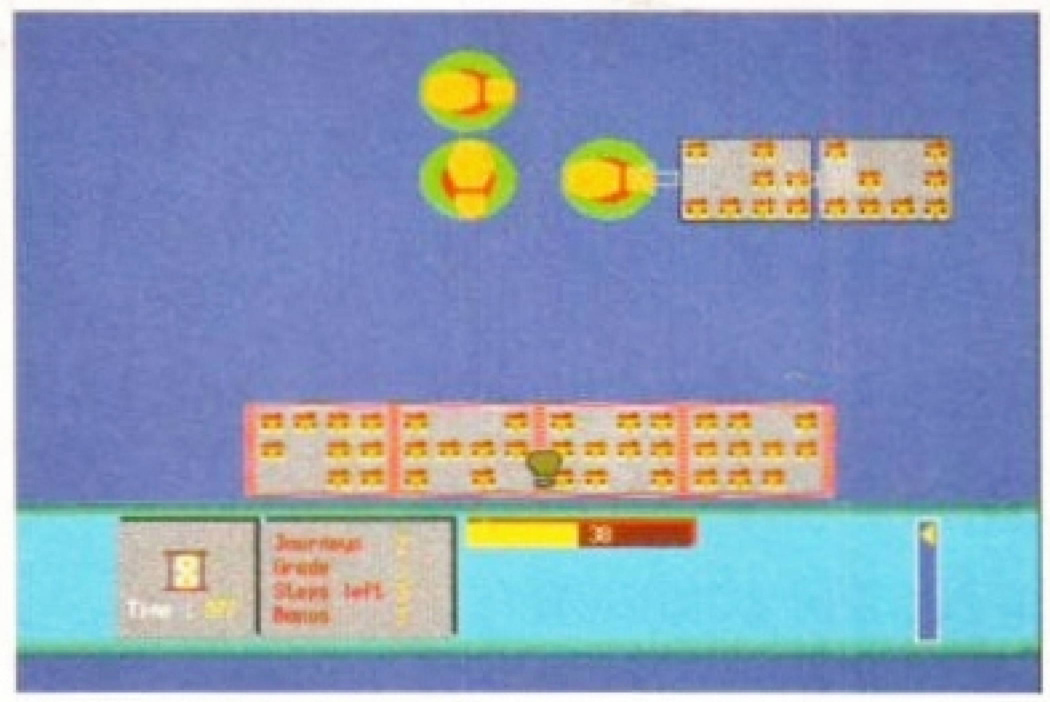
Younger children will benefit from playing through the games with an adult, not only because discussion will extend their learning, but also because they may need help discovering exactly what they are supposed to do.

EARLY ESSENTIALS





Join the shapes correctly for top marks in the *Link Up* game aimed at pre-school youngsters.



Stepping Stones: to progress over the stepping stones select the box containing the right number.

Unlike the other sets, this one starts at pre-school level, where the National Curriculum obviously does not apply, and introduces National Curriculum skills in the higher levels. The games mix language and maths skills and some science knowledge in a general studies format that is often favoured in early years teaching.

GRAB IT: A shape and colour matching exercise that also involves having to match letters and numbers to create a code.

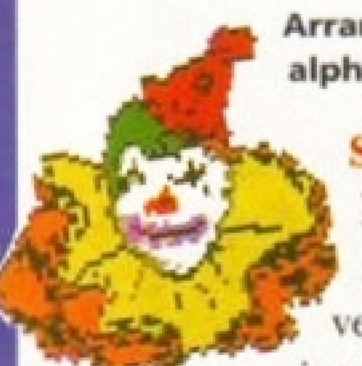
RACER: Drive the car over pictures, words, numbers or clocks using the mouse buttons as brake and accelerator, to introduce the child to the basic forces of push and pull.

ARTIST: A simple paint package that has a major flaw because it is possible to produce symmetrical images (the aim of the game) that the software does not recognise, and so the Achievement Record table could suggest that an inquiring intelligent player knows nothing about symmetry.

10 OUT OF 10 ENGLISH



Arrange the books in the right order in *Librarian*, a fairly simple alphabetical test from the *10 Out Of 10 English* pack.



SNIPER: The player shoots at targets alongside moving letters or words and must unscramble anagrams, match words to pictures, punctuate sentences, give full versions of abbreviations (I learned a couple of interesting things here), complete proverbs, and rewrite sentences from the active tense to the passive.

COVER UP: This is a point and click game in which the player has to match rhyming words, opposites, and archaic forms with modern words.

WORD FIT: An adult could easily become absorbed in playing the higher levels of this Scrabble-like word game which has some interesting features.

GRAB IT: This exercise in matching various words and phrases also covers several other areas, including reading, spelling, collective nouns, punctuation, and vocabulary.

LIBRARIAN: A test of logic and alphabetical order that requires reading words written vertically.

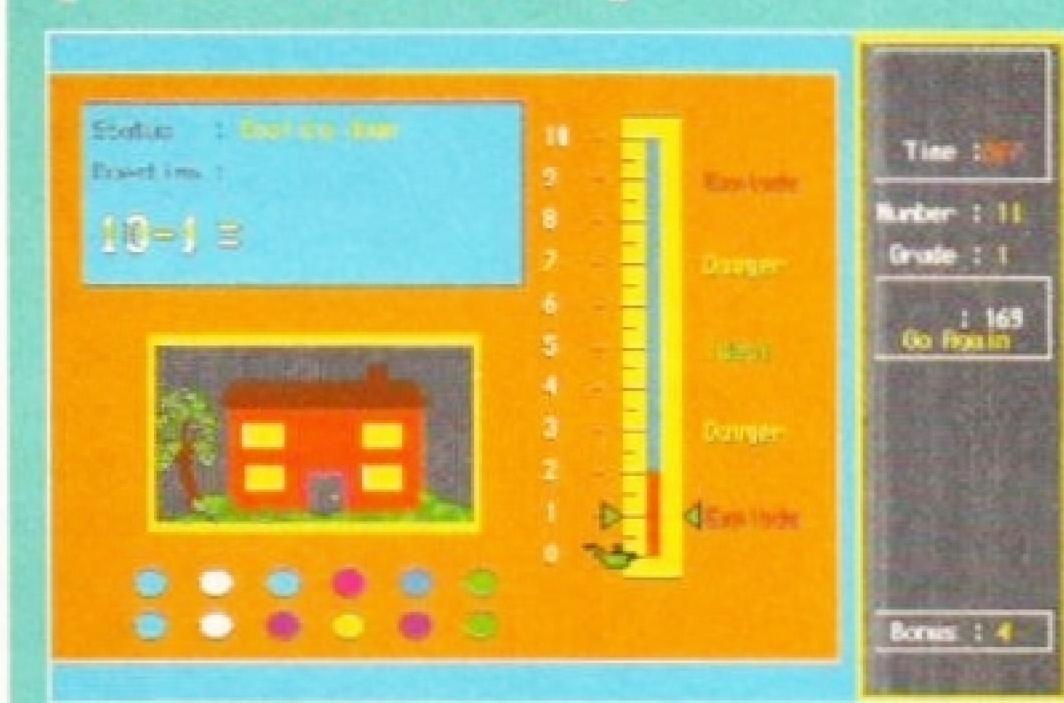
CHEERS: A Snakes and Ladders game in which to move the number pre-rolled by the computer you must select the correct option from three alternatives. This means that by selecting the wrong answer you can sometimes avoid going down a snake.

❝ The games cover a wide range of activities, but they are uninspiring. You can't beat a good book. ❞

72%

10 OUT OF 10 EDUCATIONAL GAMES

10 OUT OF 10 MATHS (NUMBERS)



Get the answers wrong and the thermometer overheats and your factory explodes in the *The Big Bang*.



THE BIG BANG: This game is a lesson in reading scales. Your factory is overheating and to stabilise it you must answer questions correctly, and click on the number on the thermometer. Get it wrong too many times and the screen blows up. Kids will get this wrong just for fun.

SILICON BRAIN: The child must use a calculator to answer questions. Below the calculator is a field that records all the button presses the player has made. Players either go through the whole calculation, or work it out mentally and use the calculator to type in the answer. The recording feature is an excellent feature because you can see exactly how a child has gone about solving a problem.

CARNIVAL: A shooting gallery game in which the player shoots the correct number to solve various problems.

Shoot the answer to the question in *Carnival*, one of the more entertaining of the Maths (Number)games.

GNASHER: Similar to the *10 out of 10* English game *Sniper*, this one involves matching words to pictures, and punctuation exercises.
LINK UP: Another of the matching games that involves shapes, numbers and their values, capital letters, and simple words and pictures.
STONES: You have to complete a sequence of stepping stones and identifying each step from a number of given options. The aim of the game is to show children that a group of objects have the same numerical value, no matter how they are arranged: five spots on a dice have the same value as five balloons.

" These games could provide valuable experience, with adult help. Without help they could be too frustrating for the youngsters. "

74%

Winking dogs and exploding space bears can have lessons for your child. We asked teacher Tracy Osborne to assess the latest educational software releases.



We all scored Pathetic on *Graphoid*, apart from the editor, who did a little better.

COVER UP, GRAB IT AND CHEERS: Similar to the English games of the same names. These are geared towards understanding fractions, percentages and money matters by getting the child to match and select answers.

" The imaginative ways of practising number problems, will suit the more mathematically-inclined youngster. "

76%

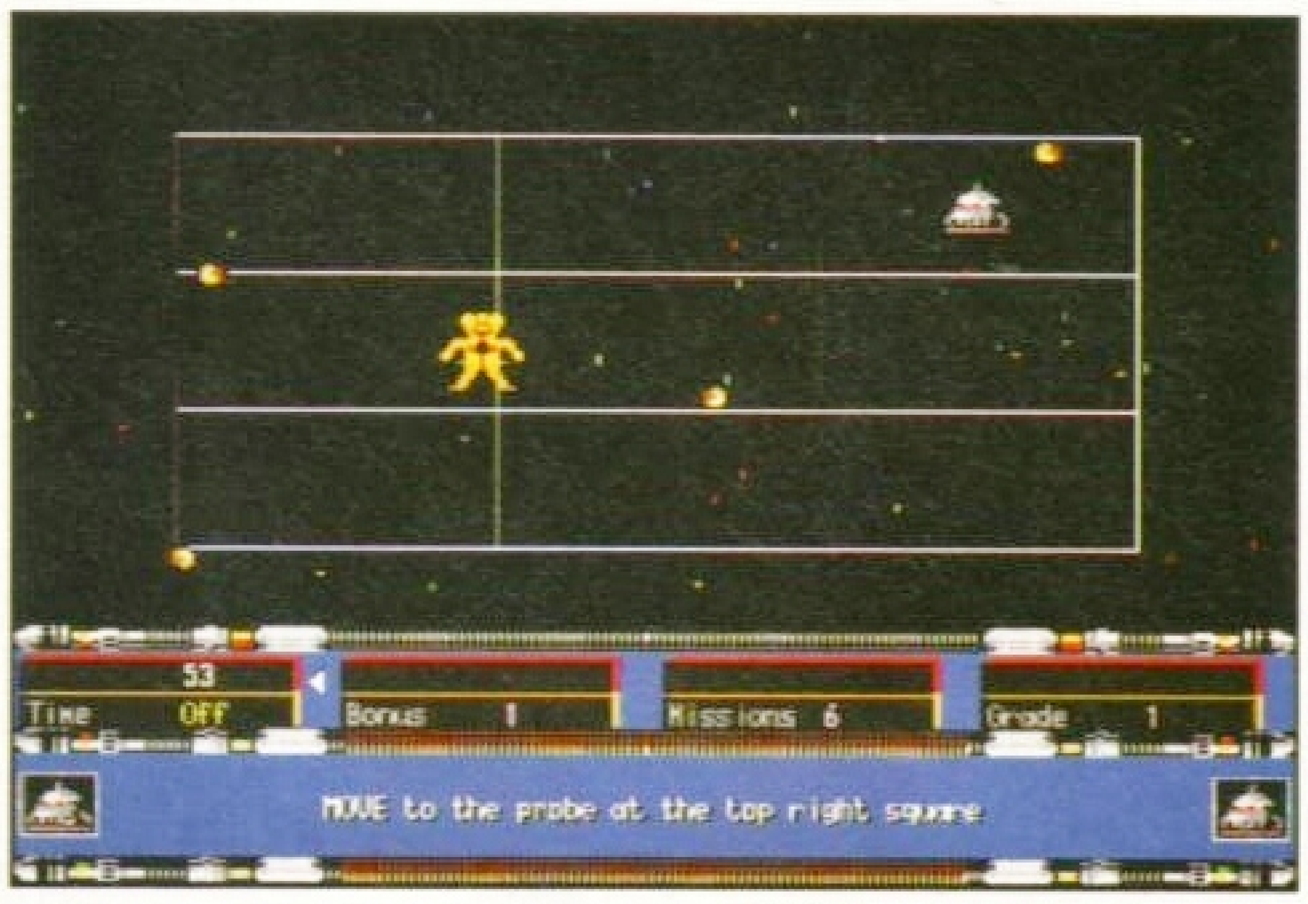
10 OUT OF 10 MATHS (ALGEBRA)



Sail your raft up the river negotiating the hazards of rocks and various wrong-shaped objects in *Turbo Raft*. The object is to complete patterns.

GRAPHOID: The players move their intrepid Space Teddy into position, avoiding the slowly spinning asteroids. To make this even more fun Ted is weightless and moves with the momentum of each mouse movement. Hit an asteroid and Ted explodes, get him to the right place and he's surrounded by coloured circles. The game starts with a nine–square grid, and progresses to x,y co-ordinates. The point of the exercise is to make children familiar with the concepts of Shape and Space by using common perspectives and following instructions.
PROCESSOR: A variation on the shooting theme that includes a number machine. These are quite common in schools, the idea being that the machine carries out a function on whatever number is put into it. So a '+3 machine' turns 6 into 9.
CHAIN UP: This matching game is aimed at reinforcing knowledge of multiplication and division, four quadrant co-ordinates, and the use of graphs to solve equations.
HOOK IT: This game requires speedy hooking of the correct answer to a problem, and introduces terms such as square, factor, square root, and prime. It doesn't teach children what these terms mean but makes them familiar with the language.
TURBO RAFT: The child must steer a raft up a river to complete mathematical patterns and sequences.
RIB TICKLER: This multi-choice quiz game features the sound of laughter for a correct answer and a group of greedy bears creeping up to eat your goodies.

A free version of *Word Fit* is provided with this collection to help learn the spelling of algebraic terms.



Teds in space: avoid the asteroids and collect the icons in the Maths (Algebra) game *Graphoid*, a sort of algebra exercise in *Asteroids*.

" A very challenging collection of games that will stretch the ability of children keen on maths. "

78%

10 OUT OF 10



DESCRIPTION
Educational Software

MANUFACTURER
10 Out Of 10

DISTRIBUTOR
10 Out Of 10, 0742 780370

PRICE
£25.99

RELEASE
Out Now

SPEED ●●
Loading times are slow, and you tend to be kept waiting between games, but the gameplay is fun.

MANUAL ●●
The parent guide section of the manual uses National Curriculum jargon inaccurately. The player guide is small, flimsy and uninteresting.

ACCESSIBILITY ●●●
The point-and-click control method is fairly straightforward, although children may require some adult help to get started.

FEATURES ●●●
Plenty of interest for parents and children. Many features can be customised to suit individual tastes.

VALUE ●●●
The *10 Out Of 10* games are reasonably good value, although some are a bit flimsy and may not hold the attention of an inquiring child.

VERDICT

" All of the 10 Out Of 10 products are fun games to play and most of them have sound learning potential. The winner for me has to be the Algebra set: Graphoid is really good fun and the complexity of the higher levels in all of the games means that they could help in your child's education for years. "

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CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use !



CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +



CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even play the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +



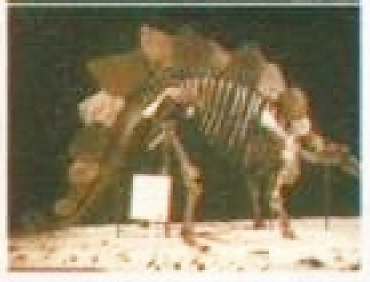
CLE15 FAST FRET By Keith Klatworthy, this program is a guitar scales tutor, the very thing for the budding lead guitarist! Will play the scales through the Amigas sound chip with ajustment of speed for every level of skill required! There are many exercises in many scales so you too can become the next rock legend! Supplied on one disk priced 3.50. +



CLE029 PREHISTORIC FUN PACK This is a superb title containing four fun dinosaur games, Dinoslider a tiles puzzle game, Dinosaw is a jigsaw memory game. Snakes & caves is the old favourite snakes & ladders, and Eggstinct is a fun egg collecting game! Will keep the kids amused for ages! 1 disk 3.50.+



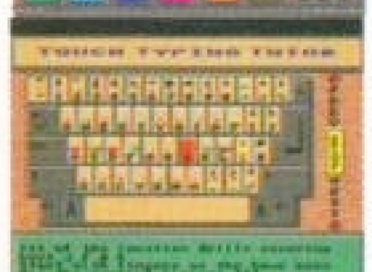
CLE035 TOTAL CONCEPTS SOLAR SYSTEM 2 In this sequel to our most popular title, Chris Hill brings you the very latest on the Solar System! All the very latest planetary missions are covered & if you thought the images in TC! Solar System were good wait until you see these 40+ images! This is a must if you have TC! Solar System. Supplied on 3 disks only 4.99.+



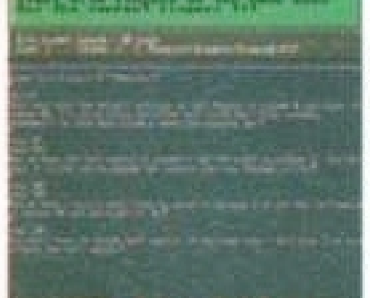
CLE049 TOTAL CONCEPTS DINOSAURS 3 Is the latest TC! to join this exellent series & uses a new layout giving you a dino image & info buttons onevery page! It includes the new superstar of the dino world Velociraptor. If you are at all interested in Dinosaurs this is a must to complete your Dinosaur library!! Over 30 images supplied on 3 disks only 4.99.+



CLE051 PAINT PASTE & DRAW This is a stunning drawing/colouring book, containing lots of background pictures, brushes to paste on, plus editor to design your own , you can even add your own artwork to the picture. A superbly presented program, this one is a must for young children! 1 disk 3.50.+



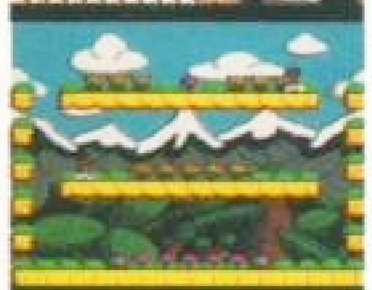
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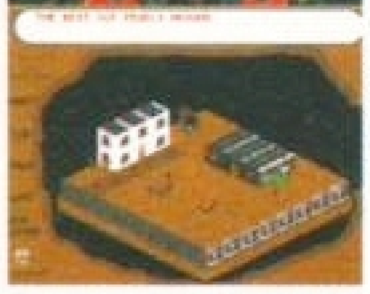
CLG022 SPARX STOCKING FILLERS by LenTucker, 3 super seasonal games for all the family! Chrismajig is a festive version of thingamajig with six picture puzzles to sort out! Christmas pairs is a traditional "pairs" game & Santas sleigh ride is a sideways scroller where you have to deliver presents down chimneys! 1 disk 3.50.+



CLG030 CAPTAIN K This is an exellent platform game. The object of the game is to collect all the items scattered around each level & kill all the monsters. For this purpose you have an unlimited supply of bombs, which when thrown, bounce for a short time before exploding, killing any monsters nearby! 1 disk 3.50.+



CLG041 F1 RACER This is a very professional game, 3d graphics in a Formula one type vein as viewed from the driving seat. Speed is subject to the speed of your machine (it really zooms on an Amiga 4000!) Lots of fun for anyone who likes driving games with super graphics & sound! Very impressive game . 1 disk 3.50.+



CLG042 CRYSTAL SKULL This was written as a commercial release but was never released! It is a full 3d role playing "Dungeon Master" type game, speak to passers by, kill them, investigate any one of 4 pyramids with all its ghosts & goblins. This will keep up your interest for ages! 1 disk 3.50.+

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BG005 EMERALD MINES 05
BG008 EMERALD MINES 08
BG009 EMERALD MINES 09
BG010 EMERALD MINES 10
BG011 EMERALD MINES 11
BG012 EMERALD MINES 12
BG013 EMERALD MINES 13
BG014 EMERALD MINES 14
BG015 EMERALD MINES 15
BG016 NO ONE MINES 01
BG018 NO ONE MINES 03
BG020 NO ONE MINES 05
BG021 NO ONE MINES 06
BG022 NO ONE MINES 07
BG023 NO ONE MINES 08
BG024 NO ONE MINES 09
BG025 NO ONE MINES 10
BG026 NO ONE MINES 11
BG027 NO ONE MINES 12
BG028 NO ONE MINES 13
BG029 NO ONE MINES 14
BG030 NO ONE MINES 15
BG031 EASY RUPPLE MINE
BG032 RUPPLE MINE 1
BG034 RUPPLE MINE 3
BG035 RUPPLE MINE 4
BG036 RUPPLE MINE 5
BG039 DOWN UNDER MINES 3
BG040 DOWN UNDER MINES 4
BG041 DOWN UNDER MINES 5
BG043 DOWN UNDER MINES 7
BG046 DOWN UNDER MINES 10
BG047 DOWN UNDER MINES 11
BG048 DOWN UNDER MINES 12
BG049 DOWN UNDER MINES 13
BG050 DOWN UNDER MINES 14
BG051 RECYCLED MINES 01
BG052 RECYCLED MINES 02
BG055 RECYCLED MINES 05
BG056 RECYCLED MINES 06
BG057 EAT MINES 01
BG058 EAT MINES 02
BG060 MARATHON MINES 02
BG061 MARATHON MINES 03
BG062 OZ MINE 01
BG063 OZ MINE 02
BG064 VENOM MINE 01
BG065 VENOM MINE 02
BG066 DE BOND MINE 01
BG067 DE BOND MINE 02
BG068 DE BOND MINE 03
BG071 DE BOND MINE 06
BG072 EMERALD RUNNER 01
BG073 EMERALD EATER
BG074 EMERALD HEAD
BG075 COLD CAVES
BG076 INTO THE COLD CAVES
BG077 PRO ICE MINE 01
BG078 PRO ICE MINE 02
BG079 ACE MINE 01
BG080 INTO THE HISTORY HOLE
BG081 INTO THE CRUSTY MINE
BG082 LADYBIRD MINE KIDS
BG083 BABY GHOST MINE 01
BG084 BOULDERDASH 64
BG085 BOULDERDASH CONSTRUCT KIT
BG086 BOULDERDASH COLLECTION 01
BG087 PRO BOULDERDASH 01
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BG089 WONDER MINE
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The best selection of PD games ever assembled anywhere now all autoboot on A1200! (though not all games will run)Something for everyone!

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ASI 3 Megaball & Drip Superb gamepack! +Y
ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
ASI 5 Raid, Go Looly & Retaliator+Y
ASI 6 Pacman Downhillchallenge Welltris etc!+
ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
ASI 8 Atrace2,Jball,Snakepit & Numberfumbler!+Y
ASI 9 Features Battle pong & Blizzard! + Y
ASI 10 Escape, Pipeline, Pickout & Sys!+
ASI 11 Dad, Connex,Reversi Towers & Trippin+
ASI 12 Llamatron, Car, Powerpong, XFL Fab!+
ASI 13 Twintris, Squambe,Block it,Ball etc!+
ASI 14 ChinaChallenge2 & Amiga Columns!+Y
ASI 15 Battlecars Letris & Mambamove!+Y
ASI 16 Wastelands, Mission X,Delleenna,Pacman +Y
ASI 17 Tomcat, Defenda, Jetman Bugblaster+ Y
ASI 18 Henry in Panic Skyflyer Omega race!+ Y
ASI 19 Growth,FrantcFreddy,Biplane & more!+NOT600
ASI 20 Microbes Hollywood trivia Coin drop +Y
ASI 21 Zeus Tetrix Battlements & Dragontiles+Y
ASI 22 Lemmingoids,Wizzys quest Duel Mouthman+Y
ASI 23 Quick money,BIP,Interferon Arcadia+
ASI 24 Revenge of camels Dux Croak 3dmaze etc!+Y
ASI 25 Mr Brick,Copper,hemeroids,E Type+Y
ASI 26 Superpacman 92 Smasht+ Ashido System 4etc+
ASI 27 Addictive card games. Really good!+Y
ASI 28 Doody, DrMario, Invaders2, Madbomber2+
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+Y
ASI 30 Bounce & Blast, Total Fire Tank attack!+Y
ASI 31 Arazmaz,Crazy pipe, revolution etc! + Y
ASI 32 Blob, Sector one & Firefighter! + Y
ASI 33 Hyperball & War! 2 good games+Y
ASI 34 Trailblazer, Yelp, Qbic Rushour! +Y
ASI 35 Pong,Snakepit,Cybernetix Jump n roll!+Y
ASI 36 Mother lode, Wonderland, Kong Tactix!+Y
ASI 37 Klaktris, Ghostship, Paccer etc!+Y
ASI 38 One on One,Baldy,Skyflyer2,Transplant!Y
ASI 39 Lots of card games on this disk! +Y
ASI 40 Disk full of sliding puzzle games!+Y
ASI 41 Pacman deluxe, Hellzone Leap II etc+
ASI 42 Galaga, Invader alert Dogs in space!+
ASI 43 Interlock Roulette Octothello etc!+Y
ASI 44 Nibbler,Mouse Impossible,Roll on etc+Y
ASI 45 Dris,Paccheese,B-Castle Teserae etc!+Y
ASI 46 Amiga Q, City,Checkers, Ouch etc! + Y
ASI 47 Elevation, Furmyre,Crave,Arena! + Y
ASI 48 Point to point,Psycho santa etc! +Y
ASI 49 Deathbringer in space Sue 1+2 etc!+Y
ASI 50 Euphorion,Roach Motel,Balders grove! +Y
ASI 51 Lamers, Fighting Warrior Shapes! +Y
ASI 52 Rockslide, Mouthman, & Nu! +
ASI 53 Venus Invaders,Mastermind etc! + Y
ASI 54 Serene,Serene II & Car Wars! + Y
ASI 55 Cli-tris, Pacattac & Asteroids! + Y
ASI 56 Stormeagle, Extreme Violence & Tiles!+Y
ASI 57 Poo-poo Dominoes Dizzy diamonds Squirm+Y
ASI 58 Super raid 4 Magnatron & Maxesae!+Y
ASI 59 Turbo thrust GX200 & Leedings! +Y
ASI 60 Pipe master2 Alien Hunter & Checkers! +Y
ASI 61 Rattlesnake Running Chaser Scud blaster+Y
ASI 62 Pipeline2 Mazeman & Up and Down ! +Y
ASI 63 Nautilus Frenzy & Drive It!! +Y
ASI 64 Oblivion(fab!) Breakout con kit etc!+Y
ASI 65 Paranoids Chess Word Puzzle Word search+Y
ASI 66 Cow wars Asmastermind & Asokoban! +Y
ASI 67 Siege of the Beast,E Type II & Vektor!+Y
ASI 68 Demolition Mission,Bounder & Aions!+Y
ASI 69 Klondike,Celestial Apoker Bridge etc!+Y
ASI 70 Digital Tetris, Wangle & Tetris pro!+Y
ASI 71 Numerix, Battleships & Vs Tanks! +Y
ASI 72 Escape pre, Boulderdash(not 1200) Carll+Y
ASI 73 Lexess, Concentration & Challenger!+Y
ASI 74 Crazy pipes II,Bombjacky & Chute! +Y
ASI 75 Double-squares Colours & Diamond thief+Y
ASI 76 Gnu Chess, Cubes & Gerbi +Y
ASI 77 Balloonacy, Cliff hanger & Descender! +Y
ASI 78 Little Boulder, Headgames Fruit Panic! + Y
ASI 79 Gray Attack,Boulderdash collection II & Atoms! +Y
ASI 80 Army Miner Flip it,Golf The Gallows etc +Y
ASI 81 Amos Defence, Thunder Tron & Gergundula! +Y
ASI 82 Artillerys Shuttle run & Arcade Volleyball+Y
ASI 83 Loadsamoney, Pong & Spidercards!! +Y
ASI 84 Enigma, Atishoo & Zerberk! +Y
ASI 85 Paradox pre, Matchcards,Robsk & Bagitman! +
ASI 86 Smartfunt,Lords of Host,Legend of Lothian.+Y
ASI 87 Aztec Challenge,Jonus Fullstrand & Landmines+
ASI 88 Defender, Relayer & Mosaic! +Y
ASI 89 Megaball 2.1, X fire and Claedo!+Y
ASI 90 Flashbier, Startans & Minefield! +Y
ASI 91 Roton, Matrix & Spectrum! +Y
ASI 92 Bill, Oblidox, & Solitaire Sampler! +Y
ASI 93 Smash bang wallop, Mr Munk & Alien bash!+
ASI 94 Super skoda challenge,Merchamoid & Giddy! +
ASI 95 Premier pics,Tangle,Bop & Flop & Super league man+
ASI 96 Dungeon Flipper,Backgammon Tumble tots rasterbike+
ASI 97 Bunnyblast,Mutants from Mars, New stubb city!+Y
ASI 98 Skychase The Phone company & Nestor cards! +Y
ASI 99 Gribit, Paranemmot, Space Wars & Org! +Y
ASI 100 Bloudrunner, Patience & Monaco! +Y
ASI 101 Meltdown, Paragon Boomering & Rotbello! +Y
ASI 102 Fruit Salad, Rebound & Pacsim! +Y
ASI 103 The Lost Occrest, Wacky wabbit & Megarace!+Y
ASI 104 Wooden Ball, Operation meteor & Pork a pork!+Y
ASI 105 Particle man,Rummy & Desert defender! +Y
ASI 106 Simon,Cosmoroids II Willy worm & Mirror market!+Y
ASI 107 Serene III, 4 row 3d Equilog & Yacht C! +Y
ASI 108 Strikeball, Ringwar, Four in a row & Obsess! +Y
ASI 109 Psyco blast,King high,Deluxe hamst Thrallbound+Y
ASI 110 Space rescue Tiles Zerg & Huskerou! +Y
ASI 111 Karate Worm II Stax & Billy Dragon! +Y
ASI 112 Thunderton II Aliens Tron & Step 2! +Y
ASI 113 White rabbits preview,Trek trivia & Popeye!!! +Y
ASI 114 International Cricket pre,Insectoids II & Yum yum! +Y
ASI 115 Star trek shoot up,Egyptian run Slime line & Shark!+Y
ASI 116 Blue Diamonds4 Tsch & Sorry! +Y
ASI 117 AirWarrior, Triple Yachtzee & Yougi! +Y
ASI 118 Zombies, Armymines 14 & The last Tetris! +Y
ASI 119 Roboudils, Speedcards) &Trik trak(backgammon)!+Y
ASI 121 Chainsaw massacre, Brainbow & Worm! +Y
ASI 122 Boulderdash collection,Project Buzzbars& Xenonll!+Y
ASI 123 Artilleros II, Lamerbug & Yahtzee! +Y
ASI 124 Mr & Mrs. Elevation II & Haser backgammon! +Y
ASI 125 Namegame, Marbleside & Snake! +Y
ASI 126 Short out, Kyrasine Kid & Dodge ems! +Y
ASI 127 Shanghai 93, Lazer Zone & Oxo! +Y
ASI 128 Space Invasion,Deluxe pacman1.4& Solarsys wars+Y
ASI 129 Boulderdash Royal, Trax & Trax editor! +Y
ASI 130 Chain Reaction, Batman & Uggo! +Y
ASI 131 Tykkipeli, Tetron & Skeet shooting! +Y
ASI 132 Firefly, Quantum & Pac mac! +Y
ASI 133 2nyx, Prober and Syzygy. +Y
ASI 134 Cross circuit, Fwuff & Circuit wars! +Y
ASI 135 Gammon 1.3,Ack-Ack, Pipeline3 & Tetrix! +Y
ASI 136 Hot blox, Super pong & Sniftork! +Y
ASI 137 Blockster, Escapade & Squigs! +Y
ASI 138 Galactoid, Scorched Tanks & Air hockey! +Y
ASI 139 The Big Game, Bat dog & Amiganoid. +Y
ASI 140 Fatal Mission II,Chronic hedgehog Megaworm+Y
ASI 141 Black dawn, Reversi II & Gold Rusher! +Y
ASI 142 Rueda, Galaxy 93 & Courtroom! +Y
ASI 143 Intense, Xatoms & Pontoon (cards). +Y
ASI 144 Brain shave,Nibbly nibble,Rejection & Cube.+Y
ASI 145 Puzzword, Kung Fu Charlie & Super Pong! +Y



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PU002 A-GENE Good geneology program + Y
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PU013 ASI BOOT UTILITIES bootblock utilities + Y
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PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU055 ELECTROCAD DEMO circuit designer +
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB PRO V2.08Convert VGA PC >IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU069 JAZZBENCH Alternative Wb for 1.2/3 users.
PU071 JR COMM 1.02 Modem users comms package Y
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PU078 M-CAD Hires design package. Excellent + Y
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PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU125 ULTRAPAINT v3 A nice paint package!
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
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PU182 STOCK ANALYST Technical analysis program+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU200 LITTLEBENCH 1.3 Now for 1.3 owners!
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU204 GATOR GRAPHICS Dpaint tutorial disk.+
PU205 PC TASK PC Emulator Now Version 2 VGA! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 890 +Y
PU210 PCQ PASCAL Latest version of this pascal compiler+
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC<>AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU279 V MORPH V2.30 Yes a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PU285 WORKBENCH 3 BACKGROUNDS, 1200 ONLY!
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PU291 1200 WORKBENCH HACKS Useful utils! Y
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PU325 EZASM LAZI & A68K Programmers disk! +
PU326 PLOTTER Plots two dimensional functions!+Y
PU327/8 X BENCH all round replacement! (2) +
PU329 BCFORTRAN77 Programmers development system+
PU330 SLEEPLESS NIGHTS Utils useful for 1200!Y
PU346 EXOTIC RIPPER V2.10 Soundtracker ripper! +Y
PU347 RAVE GENERATOR Plug in a sampler(1mg chip)+Y
PU348 SPEED UTILS Fixdisk Headclean Snoop & more!+Y
PU349 NCOMM V3.00 The latest version comms disk! +Y
PU350 KINGFISHER Fish database 1-840 (packed) +Y
PU351 ASI FIX DISK Get old programs running on dos2/3+Y
PU352 HP 550C & Cannon Bubblejet printer drivers! +Y
PU353 TAB MASTER Music to Guitar translator prog! +Y
PU355 SUPERDARK Superb & unusual screen blanker! +Y
PU357 CANON PRINT STUDIO A must for BJ owners! +Y
PU358 PPAGE TEMPLATES,GENIES etc. Very useful!+Y
PU359 PRO PAGE HELP DISK Extremely useful disk!+Y
PU360 WINDBLEND Super effects but 1200 only! Y
PU361 XPK COMPRESSION UTILS compression progs!Y
PU365 ATTIC & BLITT Useful to C programmers! +Y
PU366 WB2 UTILS Full of obscure but useful utils! +Y
PU367 PE PRINT UTILS Lots of useful labelling progs+Y
PU368 IMAGEBASE RUNTIME Standalone for CLU27+Y
PU369 TV TITLES DEMO Shareware Titling program! +Y
PU370 24 BIT UTILS Rend 24 & more useful utilities!+Y
PU371 AMOS PRINTER ROUTINE For own Amos progs!+Y
PU372/3 PARNET SOFTWARE Link 2 Amigas! (2)+Y
PU374 1200 UTILS 3 More new 1200 utilities!+Y
PU378 GRAPHPRO V1.1 Shareware graphics program!+Y
PU381 SPECTRUM EMULATORV1.7 Works on ALL!! +Y
PU382 SUPERVIEWER V2.4 assemble slideshows+Y
PU383 WORD UTILITIES Super word puzzle solver! +Y
PU384 THE GENEOLOGIST Superb Family database! +Y
PU385 LEMMINGS 2 HD Installer, just what you need+Y
PU386 KITE SIMULATOR The only one available! +Y
PU387 REORG A good disk & Harddisk optimiser! +Y
PU388 1200 HD PREP For all 1200 owners! Y
PU389 HD CLICK The latest version! +Y
PU392 GUMBYS FRACTAL GENERATORS A selection! +Y
PU393 ASI FIX DISK 2 Second exellent fix disk! +Y

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS008 AIRCRAFT SLIDE Pics of fighter aircraft!+Y
PS009 ASTRONOMY SLIDE very impressive!+Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality.+
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS101 ANALOGUE SLIDE Ray traced space pics! +Y
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS107 ALCATRAZ MUSEUM Superb pictures! +
PS115 THE GATHERING 93 Stunning pictures here! +Y
PS117/8 NIGHTBREED AGA SLIDESHOW Super(2)1200
PS119 CYNOSTIC SLIDESHOW Superb pictures!1200 only
PS120 KEITH RHODES SLIDE 3 fantasy pics!1200 only Y
PS122 FERRARI AGA great 256 colour pictures1200only
PS124 TC VISTA PRO LANDSCAPES Exellent!(Not 1.3)+Y
PS125 REVELATIONS SLIDE staggering quality art!+Y
PS126 SCHMEGEGI COMIC STRIP Nice pictures! +Y
PS127 AKIRA PICS 2 Some superbly drawn pictures! +Y
PS128 MAGIC FACTORY Ray traced trek pics1200 ONLY!
PS129 AIRSHOW 1 Exellent aircraft ham slideshow! +Y

O R D E R I N G   M A D E   E A S Y

BY POST: send your Name, Address & Order details with a Cheque / PO / IMO to any of the companies listed

BY PHONE: Call us with your card number expiry date and details for a 1st class service. All major cards accepted

PD PRICES: 1 - 5 disks £2.00 per disk • 6 - 25 disks £1.25 per disk • 26 or more disk are still only 99p per disk !

POST & PACKING: UK - 50p • UK 'Recorded Delivery' £1.25 • Europe +25p per disk • Rest of World +50p per disk

REMEMBER: We stock Fish 1-900, Tbag 1-74, Amos, Scope, Snag, Amicus, Amigos & lots more superb PD disks!!

PLEASE NOTE:
All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines!
However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on the A1200 / 4000 though obviously not yet extensively tested. Please take care!

main Distributors

not the imitators!

P S D

CLASSIC CLIPART

(Black & White) (Okay on A1200 / A4000.)
The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)

ART01 WEDDINGS Super wedding clipart, 2 disks!+
ART02 HOUSES 2 disks, pictures of mansions etc!+
ART03 RELIGIOUS 3 disks full of holy clipart!+
ART04 WWII AIRCRAFT World war II planes!+
ART05 MEN 2 disks full of men at work!+
ART06 WOMEN 2 disks full of women clips!+
ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
ART09 OFFICE Another office type disk!+
ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
ART12 XMAS 3 disks of Xmas related pics!+
ART13 PUNCH 3 disks of cartoon pics! +
ART14 ANIMALS Fantastic quality pictures!+
ART15 CATS Only 12 pics but super quality!+
ART16 SILHOUETTES 18 super silhouettes!+
ART17 SCHOOLS 2 disks of school pictures!+
ART18 BABIES Clipart on a baby theme!+
ART19 SPORT 2 disks full of sport pictures!+
ART20 OLYMPIC Another sport type disk!+
ART21 MEDICAL 2 disks full of medical clipart!+
ART22 SEALIFE Pictures from the Ocean!+
ART23 DECORATIVE MONTHS 1 for every month+
ART24 WACKY Funny comic type clipart!+
ART25 HOLIDAYS Holiday type pictures!+
ART26 BANNERS 2 disks full of banners!+
ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks, must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics
ART51 BOTANICAL ART detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+(2)
ART60 ACCENTS & FLASHES Burst stars+ more+
ART61 FISH Lots of aquatic pictures! +Y
ART62 SOFTSCENE 3 More nice scenery pictures! +Y
ART63 RESTAURANT 3 disks of Restaurant pictures(3)Y
ART64 MORE HOLIDAYS Festive holiday pictures! +Y
ART65 ANIM & BIRD 44 nice pictures! +Y
ART66 MOSSBURN ANIMALS 32 nice animal pictures! +Y
ART67 BURCHFIELD KIDS Some nice kids clipart! +Y
ART68 BEAST & MYTH 3 disks of Monsters,demons etc!(3)+Y
ART69 TRANSPORT 3 disks of Cars,Airplanes Ships etc!(3)+Y
ART70 TRUCKS & TRAINS Full of Wagons trains etc! +Y
ART71 ASTROLOGY 2 disks of astrological signs! +Y
ART72 AIRCRAFT 3 disks full of aircraft pictures!(3) +Y
ART73 BIRDS Songbirds, Birds of Prey & more! +Y
ART74 DOGS Disks full of good dog pictures! +Y
ART75 HOUSES CASTLES & BUILDINGS Good pics +Y
ART76 SPORTS-MAC Lots of good sports pictures! +Y
ART77 GARDEN Lots of horticultural pictures.(5) +Y
ART78 MILITARY 10 disks of military clipart! (10) +Y
ART79 HOFFMAN GRAPHICS Nice pictures! +Y
ART80 KIDS ANIMALS DISK Cute cartoony animals! +Y
ART81 FARM & HORSES Nice pastoral pictures! +Y
ART82 SHIPS Sailing & Steam ships! +Y
ART83 ANATOMY 2 disks of huge skulls skeletons etc!+Y
ART84 CAMPING On an outdoor theme! +Y
ART85 WILDLIFE 3 disks full of wildlife clips(3)+Y
ART86 MARINE & NAUTICAL To do with sea life!+Y











AGA 1200/4000 SLIDESHOWS & PICTURES!

WEIRD SCIENCE:
Superb 256 colour hires pictures! 1200 only!***order nos:.WSAGA1 - 5***

WEIRD SCIENCE SUPER HAM:
Fantastic 262000 colour hires raytraced & digitized pictures, hardly any different to the 24 bit originals, show to PC owning friends and watch them weep! ***order nos: SH1-15 .... 15 Super discs!***

WSAGA6 + 7 JPEG loaders!! **These disks contains 24 bit Jpeg pictures which unpack in ram to display as Superham 8 on a 1200/4000 machine!! Brilliant!**
WSAGA8-12 5 Jpegs of wildlife pics,16 megabytes unpacked per disk! displays as superham on 1200! Amazing!
WSAGA13 24bit Jpeg Vista landscapes!

JPEG 24 BIT PICS!
An amazing 12 disks full of brilliant 24 bit pics by Michel Rigo! Remember you need tons of memory & some form of 24 bit display to view, or convert to superham! JP1-12.

CLASSICAL MUSIC

PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM035 DIGITAL DEBUSSY Fab R Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM070 RHAPSODY IN BLUE tracked by Rob Baxter! 1MY
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORNCONCERTOS need 1mg chip+ Y
PM130/2 BACH BRANDENBURG CONCERTOS 1 to 6 +Y 3
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM165/6 NUTCRACKER SUITE Super rendition!+
PM174 CLASSIC WORKS Grieg & Bach classics! +Y
PM175 SONIX MUSIC Some nice scores here!(loadwb)+Y
PM183 CLASSIX GOLD Bach Toccata& Fugue (1mg chip)
PM184 MOZART FLUTE CONCERTOS 1mg chip! +Y
PM218 HANDELS FIREWORKS MUSIC (1mg chip) +Y

AMOS PD

APD036 AMOS UPATER LATEST VERSION v1.36 + Y
APD180/1 DUNGEON DELVER Roam around collect keys(2)+
APD182/3 PIXIE KINGDOM Good exploration game (2) +
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD341 TOTALLY AMOS Good read for programmers!+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.36 UPDATE, LATEST compiler !+Y
APD431 KARATE WORM II Nice little game! +Y
APD435 DRIVER TEST Test the speed of your reactions!+Y
APD442 SLIDESHOW CONSTRUCTION SET V2! +Y
APD451 NODDY,S PLAYTIME Educational demo! +Y
APD452 RAMOS PRO For Amos Professional! +Y
APD458 TOP OF THE LEAGUE Football manager!+Y
APD466 AMOS PRO UPDATER V1.12 Just in!!!! +Y

COLOURED CLIPART

This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures!
(OK on 500, 500+, 600, 1200 & 4000!)

CCL001 MAPS, Afghanistan - Botswana, autoboots! + Y
CCL002 MAPS, Brazil - Checkoslovakia, autoboots! +Y
CCL003 MAPS, Denmark - Grenada , hires maps! +Y
CCL004 MAPS, Guadel - Illinois, hires maps! +Y
CCL005 MAPS, India - Luxembourg, hire maps! +Y
CCL006 MAPS, Macau - Missisipi, autoboots! +Y
CCL007 MAPS, Montana - New York, hires maps! +Y
CCL008 MAPS, Neutral Zone - Iraq - S Dakota! +Y
CCL009 MAPS, Senegal - Tuvale, autoboots! +Y
CCL010 MAPS, Texas - Zimbabwe, autoboots! +Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015 AIRCRAFT, 1-26, assorted, autoboots! +Y
CCL016 AIRCRAFT, 27-32 & Cars! autoboots! +Y
CCL018 BIRDS, 1-12 Super pictures, autoboots! +Y
CCL019 BIRDS, 13-29 More avian pictures! +Y
CCL020 BIRDS, 30-41 Lots more birds,autoboots!+y
CCL021 BIRDS, Many more bird pics, autoboots! +Y
CCL022 BIRDS, And some more fab pictures! +Y
CCL023 BIRDS, 116-130 Some good pictures! +Y
CCL024 BIRDS, 131-138 More bird pictures! +Y
CCL026 BIRDS, More superb pictures here! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots!+y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041 FIOWERS 1-13 Flower pictures,autoboots!+y
CCL042 FIOWERS 14-25 More flower pics,autoboots!+y
CCL043 FIOWERS 26-37 More flower pics,autoboots!+y
CCL044 FIOWERS 38-50 More flower pics,workbench+y
CCL045 FIOWERS 51-62 More flower pics,autoboots!+y
CCL046 FLOWERS 63-74 More flower pics,autoboots!+y
CCL047 FLOWERS 75-87 More flower pics,autoboots!+y
CCL048 FLOWERS 88-100 More flower pics,autoboots+y
CCL049 FLOWERS 101-113 More flower pics,autoboots+y
CCL050 FLOWERS 114-127 More flower pics,autoboots+y
CCL051 FLOWERS 128-138, FRUIT 1-4 pics autoboots+y
CCL052 FRUIT 5-18, Good pictures! autoboots! +Y
CCL054 FRUIT, More fruit & leaves etc!,autoboots+Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056 HORSES 1-16 Great horse pics,autoboots! +Y
CCL057 HORSES 17-22, Insects 1-9, autoboots! +Y
CCL058 INSECTS 11-23 Small creatures! +Y
CCL059 INSECTS 24-41 More pics! autoboots! +Y
CCL060 INSECTS 42-59 More insects! autoboots! +Y
CCL061 INSECTS 60-63, Inventors 1-11 autoboots! +Y
CCL062 INVENTORS 12-24 More inventors autoboots! +Y
CCL063 INVENTORS 25-30, MAMMALS 1-10! autoboots! +Y
CCL064 MAMMALS 11-26 More animals pictures! +Y
CCL065 MAMMALS 27-46 and more animals! +Y
CCL066 MAMMALS 45-65 more mammals,autoboots! +Y
CCL067 MAMMALS 66-82 and some more! autoboots! +Y
CCL068 MAMMALS 83-102 and many more autoboots+Y
CCL069 MAMMALS 103-119 mamy more! autoboots! +Y
CCL070 MAMMALS 121-141 superb pictures! autoboots +Y
CCL071 MAMMALS 142-158, & INSTRUMENTS 1-4! +Y
CCL072 INSTRUMENTS 4-25 Musical! autoboots +Y
CCL073 INSTRUMENTS 26-36, MILITARY 1-6 autoboots +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076 PREHISTORIC 2-19 Dinosaurs! autoboots! +Y
CCL077 PREHISTORIC 20-25, PEOPLE 1-8 autoboots! +Y
CCL078/80 PEOPLE 9-50 Lots of people! (3 disks)+Y
CCL081 PEOPLE & Presidents, good pictures! +Y
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085 REPTILES 1-19 Good pictures autoboots! +Y
CCL086 REPTILES 19-38 More reptiles! autoboots! +Y
CCL087 REPTILES 39-50, Ships 1-9,autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN, Various sportsmen,autoboots! +Y
CCL091 TREES, Lots of tree pictures! autoboots! +Y
CCL092 TREES, Lots more tree pics! autoboots! +Y
CCL093 TREES, And some more trees! +Y
CCL094 TREES 57-70 trees lots of tress,autoboots!+y
CCL095 TREES 71-84 more tree pictures, autoboots!+y
CCL096 TREES 85-100 even more trees,workbench!+y
CCL097/100 VEGETABLES 1-48 good pics 4 disks,workbench+y

COLOUR BRUSH CLIPART

Saved as brushes so they can be pulled easily into Dpaint!

CB001 Lots of brushes on an art & schoolwork theme. +Y
CB002 Lots of brushes of stores food,garden home & more! +Y
CB003 Lots of brushes on a sporting theme (142 brushes) +Y
CB004 Lots of brushes on a food & confectionary theme! +Y
CB005 Lots of brushes, 155 pics on a financial theme. +Y
CB006 Lots of brushes of cute cartoon caracters! +Y

CDROMS/CDROMS/CDROMS/CDROMS/CDROMS/CDROMS/CDRO

AMIGA CD ROM COMPACT DISCS!

Superb CD roms for your CDTV, CD32 or A570 add on!

CDPD 1 Features Fred Fish 1-660 , hundreds of music modules, & much much more! **19.95.**

CDTV DEMO DISK Over 600 megabytes of demos, samples, games, clipart, animations & 1000 modules to play **19.95.**

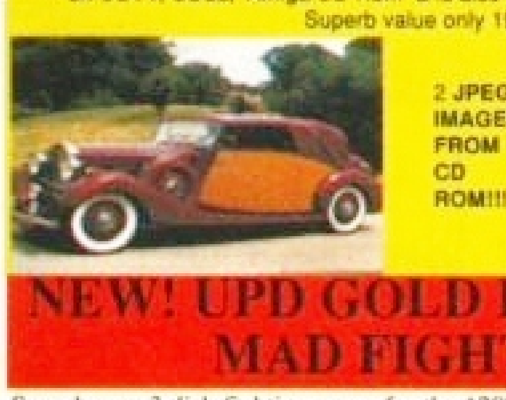
CDPD 2 This CD contains Fred Fish 661-760, the Scope library 1-220, The Jam disks, The AB20 archives & much more! **19.95**

CDPD3 This latest CD from Almathera contains Fish761-890,tons of clipart,Ham8 & Jpeg pics, Classical books & much more! **19.95.**

CD DEMO COLLECTION II Exellect CD containing over 100 ready to run games,anims, 6000 sound samples,IFF pictures, modules,demos & much more!
Please add 50p per CD for P&P. **Only 19.95.**

NEW WEIRD SCIENCE MULTIMEDIA TOOLKIT CD ROM!

This is a superb CD Rom, filled to the brim with over 10,000 files, 500 24bit jpeg images & 500 Ham8 & Ham interlace versions,Hundreds of megabytes of clipart, (iff black & white,colour and scaleable),Hunreds of iff fonts, Compugraphic fonts & coloured fonts, icons, music modules, music samples and lots more! Includes utilities to view & listen to the files, a front end menu program & slideshows! Superb for multimedia presentations! Works on CDTV, CD32, Amiga CD Rom & is also PC compatible onsuitable PC CD Rom! Superb value only 19.95. +50p p&p.



2 JPEG IMAGES FROM CD ROM!!!



NEW! UPD GOLD LICENCEWARE! MAD FIGHTER 1200!

Superb new 3 disk fighting game for the 1200 only! This will keep you busy for ages as you try to defeat one opponent after another. Huge sprites and fast gameplay make this an essential 1200 game!
A UPD Licenseware product only 5.99+50p p&p.



2 IMAGES FROM MAD FIGHTER!!



GAMES

PG006 ANTEP & SLOT CARS role playing game+ Y
PG021 ATIC ATAC Really playable game! + Y
PG023 BATTLEFORCE strategy war game!
PG024 BLACKJACK A good card game! +
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG031 DARKSTAFF Spec emulated text adventure!+
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG063 MORIA Classic adventure now version 5.4! +Y
PG064 NAPOLEONIC WAR SIMULATOR A strategy game!
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG070 PETER'S QUEST Rescue the maiden platform!+
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG073 RAPHAELS REVENGE Turtle game in SEUCK!+
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game +Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG124 TOTAL WAR This is a good risk type game! +
PG127 AIRMANIA Super platform game from Addware + Y
PG128 CHEAT WORKS Stacks of new cheats.
PG129 PUGGLES Brilliant Q*Bert game!
PG131 ATLANTIS A nice looking strategy game!+
PG138 BATTLE OF BRITAIN & WAR strategy War games!
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this!
PG149 A NIGHT AT THE TOWN Witty text adventure!+
PG153 WAR very good strategy/arcade game+Y
PG154 NUMPTY & ALIEN INVADERS Manic miner type game
PG159 MR BRICK Great mario type collect coins game!
PG164 GAME TAMER 2.3 joystick tester & 268 cheats!+
PG165 SOLID SQUAD Nice little driving game!
PG168 WHATSITSNAME Great new puzzle game just in.
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG180 SECTOR 1 A nice game similar to Alien Breed+
PG182 ETHOS Simple graphical adventue Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG190 TOP SECRET An exelient quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG194 INTRUDER ALERT Very good strategy game!
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG205 SOCCER CARDS Football managing game!+Y
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y
PG255 KINGDOM AT WAR Nice strategy war game!+Y
PG256 LCD DREAMS 4 small LCD games! +Y
PG257 THE FUNHOUSE Enigma,Thundertron & a slide!+Y
PG258 AGA TETRIS 1200 tetris game & more! Y
PG259 PICTURE PUZZLE Solve picture jigsaws!+Y
PG260/1 18TH HOLE A nice golf game! (2) +Y
PG262 AGA CHESS Needs 4mg of ram to play! AGA ONLY.
PG266 BOX ADVENTURE Nice shareware adventure+Y
PG267 SLAMBALL V1.1 Futuristic Management sim! +Y
PG272 MAYHEM 2 Multiplayer manic maze game! +Y
PG273 MUGSIE Money making gangster adventure!+Y
PG274 ROULETTE & PUNTO 2 nice games (not 1.3)+Y
PG275 BLITZ GAMES Worm Buzzbar Speed+Insectoids+Y
PG279/80 OLYMPIAD 2 disk Lemming olympic events(2)+Y
PG281 CAVEFLIGHT Simple dodge the obstacles game+Y
PG283/4 EXORCISM Good 2 disk adventure+graphics+Y
PG286 MYSTERY 2144AD Nice text adventure! +Y
PG289/90 NECESSARY ROUGHNESS American football+Y
PG291 TITANIC CHEATS Hundreds of useful cheats! +Y
PG293 MR BROWNSTONE Lots of rooms, good!! +Y
PG294 INTENSE Another nice shoot em up! +Y
PG295 THRUST DUEL Control ship against gravity+Y
PG298 FATAL MISSION 2 Superb blasting shoot up!+Y
PG299 ASI WORKBENCH GAMES Good set of games! +Y
PG300 ASI WORKBENCH GAMES II And some more! +Y
PG301/2 MOTOROLA 020 INVADERS For 1200 ONLY!(2).
PG303 MAD FIGHTER Fab PD version !1200 ONLY.
PG304 KUNG FOO CHARLIE Great little platformer!+Y
PG305/7 KLONDIKE II AGA Exellent,3 disks 1200 ONLY.

EDUCATION

PE001/5 EDUCATION SET science programs for ags 11+ +Y
PE006 KIDSPAINT Fab little talking colouring book+Y
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +Y
PE009 STORYLAND 2 Save toyland from the witch! +Y
PE010 TOTAL CONCEPTS ASTROMOMY Book on disk.+Y
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+Y
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR+Not 600!
PE016 COLOUR THE ALPHABET learn letters & colours! +Y
PE018 TYPING TUTOR, Superspell Budget & Mscalender+Y
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +Y
PE020 MATHS DRILL Good maths disk for the young! +Y
PE021/4 SCIENCE Very good four disk set!+ (4)Y
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PE033 MATCH WITH HUMPTY Match the objects! + Y
PE034 WORLD GEOGRAPHY Quite useful disk! +Y
PE035 KIDS DISK1 Super to learn reading! +Y
PE036 FIREWORKS ALPHABET Good for kids! +Y
PE037 HOORAY FOR HENRIETTA Superb preview!+Y
PE038 HENRIETTAS BOOK OF SPELLS Fab preview!+Y
PE039 COLOUR IT Exellent little colouring pad!+Y
PE040 HOW THE EARTH BEGAN The full story! +Y
PE041 SINGALONG NURSERY RHYMES Good fun! +Y
PE042 CHILDRENS FAVOURITES More fun! +Y
PE043 PICTURES & LETTERS For very young.1mg chip+Y
PE044/5 AMERICAN FOOTBALL Learn the game(2)!+Y
PE046 TOTAL CONCEPTS DINOS 3 PREVIEW Superb +Y
PE047 ASI BACK TO SKOOL1 Style Count & Words +Y
PE048 ASI BACK TO SKOOL2 Simon Cal maths train etc+Y
PE049 BACK TO SKOOL3 Treasure search,Reflex etc+Y
PE050 THE LITTLE TRAVELLER Learn about countries+Y
PE051 BODYPARTS Superb preview of full program! +Y
PE052 COMMUNICATE Superb sign language teacher! +Y

BUSINESS

PB001 AMICASH bank management program+Y
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)Y
PB004 ASI LABEL PRINTERS 3 of the best+Y
PB005 BANKIN control your cheque book! +Y
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+Y
PB008 DESKTOP PUBLISHER Simple to use +Y
PB009 FLEXYBASE DATABASE Address keeper+Y
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB013 QED Simple & effective text ed+Y
PB014 RIM DATABASE Fully relational !!+Y
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +Y
PB017 VISICALC SPREADSHEET Simple to use+Y
PB019 BUSINESS LETTERS contracts, letters + more+Y
PB020 TEXT ENGINE 4.1 THE LATEST Version !!! +Y
PB022 BBASE IIIv1.3 Latest version of super database+Y
PB023 FORMS REALLY UNLIMITED form creation prog+Y
PB024 LAST WILL & TESTAMENTS Just in case !+Y
PB025 EDWORD Brand new wordpro - V.good +Y
PB026 AGRAPH Superb Program graphing data +Y
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+Y
PB029 ADDRESS PRINT Good label printing program! +Y
PB030 THE MONEY PROGRAM Home accounting! +Y
PB031 EASYCALC A superb new Fast spreadsheet! +Y
PB033 A BASE A shareware database program! +Y
PB034 ILLINOIS LABELS Super label program!+Y
PB035 BUDGET V1.34 manage personal finances!+
PB036 CHECKBOOK ACCOUNTANT V2.01 superb! +Y
PB037 AMIBASE PRO II Latest version of database! +Y
PB038 BUDDBASE V1.2 Very nice easy to use database+Y
PB039 BANK V1.0 A nice banking program! +Y
PB040 PAY ADVICE ANALYSER V3 Latest version! +Y
PB041 AMIGAWORD A useful geographical database!+Y
PB042 EASYCALC PLUS+ Improved, only dos 2 or over!+Y
PB043 ACCOUNT MASTER Home finance program. +Y

DEMOS

PD002 ALARM MEGADEMO Acid type video demo!+Y
PD005 AMOS 3D DEMO Shows some great effects!+Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD076 PLASMUTEX Good plasma & great music +
PD093 SCOOPEX CHROMIUM Superb demo.+Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD154 DECAY GET FROGGED Superb quality! +Y
PD165 DARK DEMON Mega new demo ...get it! +Y
PD170 PIECE OF MIND Good 3D vector effects. +Y
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y
PD197 MOBIL DESTINATION UNKNOWN by Spaceballs+Y
PD200 PHOENIX DEMO inc Flashy rave demo!+Y
PD201 1200 INTROS Yes, some AGA intros at last! Y
PD202 TECHNOLOGICAL DEATH Freaky techno rave +Y
PD205 FAIRLIGHT ILLUSION Good demo 1mg chip! +Y
PD206 MELON HOW TO SKIN A CAT Nice effects! +Y
PD207 NEMAL BOUNDLESS VOID good effects & music+
PD208 HOI AGA DEMO 2 2nd fab demo for 1200 only! Y
PD209 STONE ARTS ATMOSPHERE Nice demo. +Y
PD211 POSEIDON CEREBAL LOBOTOMY Great,not1.3+Y
PD213 TROJAN TECKNO TRACKS Amazing effects!!+Y
PD214 TALENT PANTA RHEA realtime 3d fractals1200 only
PD215 FAIRLIGHT 242 Unusual & interesting demo! +Y

NEW!

PG308 HIGH OCTANE Super overhead driving game+Y
PG309 JELLYQUEST Nice jumping puzzle demo! +Y
PG310 PUZZWORD Sliding block puzzle game. +Y
PG311 COLOUR CHANGES Nice colour board game +Y
PG312 SUPERPONG Classic ping pong with extras 2mg+Y
PG313 ROAD TO HELL Super driving race game!+Y
PU394 GRINDER V1.0 Picture file converter! +Y
PU395 MENU MASTER 3 Floppy menu system! +Y
PU396 BAD FORMAT Make unusable disks work! +Y
PU397 POWERLOGO V1.3 Dialect of Logo language+Y
PU398 CASIO DIGITAL DIARY COMMS LINK software+Y
PU399 AIBB Amiga Benchmark speed tests! +Y
PU400 AMBUSH V1.03 Fix font size problems! +Y
PE054 ARTISTIX Superb shareware art package+Y
PE055 JUNIOR MATHS Suitable for young children+Y
PA149 SPAR TREK 5 Clever [illegible] advert animation+Y
PP127/30 CHARLY CAT DANDRUFF DUO Amusing (4)3mg
PD216/7 A TRIP TO DEEP BASS A must have rave demo!+Y
PD218 VIVID ABSTRAX PIG AGA Mega colourful1200 ONLY.
PD219 IMPULSE ART & GO Good music & pictures! +Y
PD220 LEMON RINK A DINK Very classy demo!+Not 1200.
PM211 MBC BASS IN YA FACE Hardcore techno music+Y
PM212 FOR DA UNDERGROUND More hardcore music! +Y
PM213 MIGAMASTER OPEN YOUR EYES Megamix! +Y
PM214 MIGAMASTER BACKGROUND TO HEAVEN Mega +Y
PM215 MIGAMASTER SOUL VIBRATION Fab megamix! +Y
PM216 DUAL CREW CHROMATIC good music pack+Y
PM127 LEGALIZE IT 1 Great Amiga music disk! +Y
PS130/1 NIGHTBREED AGA SLIDE3 Scrummy pics(2)1200.
PS132 HAM TEXTURES 6 super textured backgrounds! +Y

CLASSICAL LITERATURE

Super books on a disk,perfect for English Literature revision!(ok 500+,600, 1200)

LIT1 Midsummer nights dream, Macbeth, Julius Caeser,Anthony & Cleopatra.
LIT 2 As you like it, Lovers complaint, Cymbeline, Hamlet.
LIT 3 Romeo & Juliet, Passionate pilgrim,Phoenix &Turtle,Sonnets Coriolanus.
LIT 4 Twelfth night, Venus & Adonis, Troilus & Cressida, Love labours lost.
LIT 5 Two Gentlemen of Verona,A Winters tale,Rape of Lucrece,Peracles.
LIT 6 Othello,Much ado about nothing, Measure for measure.
LIT 7 Henry the Sixth (Parts 1, 2, & 3)
LIT 8 Henry the Fourth (Parts 1 & 2) Henry the Fifth.
LIT 9 Richard the Second, Richard the Third.
LIT10 Henry the Eighth, King John, King Lear.
LIT11 The Taming of the Shrew,The Tempest,Timon of Athens,Titu Andronicus
LIT12 Alls well,Comedy of errors,Merchant of Venice,Merry wives of Windsor.
LIT13 WORKS OF MILTON 1 Paradise Lost.
LIT14 WORKS OF MILTON 2 Poems, Sonnets etc.
LIT15 WORKS OF HOMER The Illiad (2 disks)
LIT16 WORKS OF HOMER The Odyssey.
LIT17 MARK TWAIN Tom Sawyer
LIT18 MARK TWAIN The Prince & the Pauper.
LIT19 LEWIS CARROLL Alice in Wonderland & Alice Through looking glass.

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA065/68 REAL 3D (4) Superb of the program+
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA086 FRACTAL ANIMATION full screen low fly anim+Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PA122/3 THUNDERBIRDS ANIM Nice animation! (2)+Y
PA141 STIRLING II ENGINE Another fab engine anim!+Y
PA142 NIGHTBREED AGA FRACTAL FLIGHT Colourful! Y
PA143 XMAS ANIMATION Amusing animation! +Y
PA145 SUNJETS ANIM Nice anim of jet planes! +Y
PA146 FLY ANIM Biplane loops the loop!(not 1.3)+Y
PA147 EARTH ANIM Fast frame pics of Earth(not 1.3)+Y
PA148 CIRCUS ANIMATION Humerous looped anim! +Y

POWER ANIMATIONS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES anim of Amy squirrel 1.5M+Y
PP004/7 AUTOMATED LIGHT (4) Battlestar galactica! 3M
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/4 LANDING (4)Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP036/7 WALKER DEMO (2) A 2mg version of a classic!
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) witty ES demo 3M
PP046 SWEET REVENGE Coyote vsRoadrunner! 1.5mg+Y
PP050 UNSPORTING Wicked Schwartz cartoon+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd anim 2mg!Y
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg anim! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE amusing anim! 2mg Y
PP074/6 G.I. SPY 3mg anim from charlie cat author! (3)
PP077/84 THE HAUNTED Tremendous animation,3mg!(8)
PP088/9 SPORTING DOO DOO Nice animation! 2mg(2)
PP090/1 ROADHOG ANIM Very funny 2mg animation!(2)Y
PP099/100 AT THE FLIX Charlie cat again! (2) 2mg
PP101/4 QUALITY TIME Superb Shwartz 5mg anim (4)!
PP105/6 SATELITTES REVENGE Good anim!(2) 2M.
PP107 DAMBUSTERS Lancaster bomber fun! 2M.
PP108/10 CHARLY CAT IN SICKNESS & HEALTH!(3)3mg!
PP111/2 BUGSBUNNY&SPACEMEN Action 2)2mgY
PP113/4 CALVIN & HOBBES Super animation!(2) 3mg.
PP115/6 SPAR TREK3 BATTLESTATIONS Fun! 2mg (2)
PP117/8 PRANK ON FURBALL Cat has a pizza! 2mg (2)
PP119 BAITMASKING Another fun Shwartz anim 2mg(2)Y
PP120/3 LAST STAND ON HOTH Fab space anim!(4)3mg.
PP124/6 AFRODISIAC ANIM Superb anim, 3 disks & 3mg.

AGATRON(ok 1200)

AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your screen !+
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation.+
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from star trek game.+
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA21 ENTERPRISE DOCKING WITH SPACE STATION+
AGA22 ENTERPRISE APPROCHING stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA26 SHIP ROCKING at sea,/enterprise leaves dock+
AGA27 BOOK OPENING Nice anim of a book opening.+
AGA28 SHUTTLE & ENTERPRISE Fab anim by Richter+
AGA29 MILLENIUM FALCON The ship being chased -1M+
AGA30 HYPERSPACE anim+ Landing animation 1m +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA34 SPACE OFFICE Star trek anim, a little short +
AGA35 SPACE PROBE, fabt anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)

FONTS (Bitmapped & assignable)

PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU169 GELIGNITE FONTS CutNPaste fonts!+
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU201 MALICE FONTS Exellent tiny fonts for Dpaint!+Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU331/43 COLOUR FONTS(ASSIGNABLE)Dpaint etc(13) +Y
PU356 FONTFARM Contains 55 large & Small fonts! +Y
PU390 FONT FARM 2 Lots more good fonts! +Y
PU391 FONT FARM 3 Another disk crammed with fonts+Y

PROFESSIONAL FONTS

These fonts are for Professional page & Pagestream use only!

PU231/5 PAGESTREAM FONTS 5 disks full, super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU257/61 PAGESTREAM FONTS 2nd set of good fonts.(5)+Y
PU264/8 OUTLINE FONTS For Pro pagev3 or 4(5) ONLY!!+Y
PU319/23 OUTLINE FONTS For Pro page 2.1 or 3!(5)+Y
PU403/7 OUTLINE FONTS For Pro pagev3 or 4 only!(5) +Y
PU408/12 MORE OUTLINE FONTS (As above) (5) +Y
PU413/7 MORE OUTLINE FONTS (AS above) (5) +Y
PU418 RUSSIAN FONTS Contains 3 Russian vector fonts! +Y

OCCULT,ASTRONOMY+PREDICTION

PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU174 ASTRO 22 professional astrology now V3.5! +Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU238 M.O.R.C.V2 rune caster,new 1 disk version!+Y
PU354 ASTRONOMY v2 calculate info on solar system! +Y
PU362 STARVIEW Gives view of star for given time etc!+Y
PU363 FORCASTER Horse racing prediction program! +Y
PU364 COURSE FORM Simple horse racing prediction!+Y
PU375 POOLS TOOLS2 3 pools related programs!+Y
PU377 MING SHU Makre your own horoscopes! +Y

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM016 BEATLES SONIX Nice music +Y
PM018 BEATMASTER I LOVE TECHNOLOGY Rave ! +Y
PM019 BRUNO's MUSIC BOX II Super jazz funk music +Y
PM020/21 BRUNOS MUSIC BOX III Jazzfunk. Get it ! +Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM074 SOUND OF SILENTS Just get this its mega!
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+Y
PM104 500 THINGS COMEBACK 4 great rave type tracks+
PM112 TECHOMANIA II 8 essential hardcore tunes+
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc RobHubbard, ManiacsOfNoise + Y
PM154 PULSE Yes, pulsating rave music again!! +Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM167/8 JESUS ON ES Crazy rave music demo! +(2)
PM179 PLAYSID V2.2 More old 64 style music!(not1.3) +Y
PM185 ASI MUSIC VOL1 4 big songs with hifi graphics+Y
PM186 ASI MUSIC VOL2 7 songs with hifi graphics! +Y
PM190/1 DANCE TRASH 2 disk set of rave music!(2) +Y
PM192 HOBBITS & SPACESHIPS music by Dr Awsome+Y
PM194/5 ULTIMATE ACTION MEGA MUSIC Fab (2)+Y
PM196 MUSIC OF ROMEO KNIGHT Suber music mods+Y
PM198/9 MIRAGE SUBLIMINAL XTC Fab rave(1200only)
PM200 DATA-X TRILOGY 3 raved up pieces! +Y
PM201 DATA-X THE VICTIM 6 more music tracks! +Y
PM202 XENO INFINITY Good techno funk track!(not1.3)
PM203 BIO MECHANOID SYMPHONY NO 1 (1200only)
PM204 PE MUSIC MADNESS 50 chip music tunes! +Y
PM205 DESERT TECHNO TRAX 6 techno-ish tunes! +Y
PM206/7HEMOROIDS ENDLESS MELODIS 14 tunes(2)+Y
PM208 CHRISTMAS TUNES Medley with modern beat!+Y
PM209 LSD XMAS PACK Great selection of xmas tunes+Y
PM210 AMIGA XMAS MUSIC Superb traditional style+Y

MUSIC UTILITIES

PT002 ART OF MED Excellent music !+ Y
PT006 DELUXE MUSIC DATADISK For DMCS. +Y
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT040 OCTAMED V2 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y
PT047 AUDIO MAGIC4 More Superb music programs! + Y
PT048/52 MODULES 5 disks of large music modules!+Y
PT053/57 METAL MODULES 5 disks heavy rock/metal! +Y
PT058/62 BREAK BEATS 5 disks of drum samples+Y
PT063/67 VOCALS 5 disks of super vocal samples!+Y
PT068/70 DRUMKITS 3 disks of high quality drums!+Y
PT071/73 KORG SAMPLES 3 disks of keyboard sounds+Y
PT074/76 PURE SAMPLES Lots of assorted samples!+Y
PT077 SAMPLE FACTORY Disk full of sound effects!+Y
PT078 CHIPMAN SAMPLES over 70 samples here!+Y
PT080 XI RAVE SAMPLES Bass & Drums! +Y
PT081 SAMPLEMAKER V3.1 Make samples, +Y
PT082 CLASSICAL MODULES On a classical theme! +Y
PT083 MUSIC ENGINE V1.34 Multiformat music player+Y
PT085 NO SAMPLER UTILITIES Music utilities! +Y
PT086 CHIPMAN SAMPLES II More samples! +Y
PT087 CHURCH MUSIC Religious sonix music! +Y
PT088 X-BEAT V1.1 Exellent drum machine program!+Y
PT089 AUDIO MAGIC5 Some new tracker programs.+Y

VISA

MasterCard

NBS
UF/23, 1CHAIN LANE, NEWPORT
I.W. PO30 5QA
TEL: 0983 529 594
FAX:0983 821 599

VALLY PD
UF/23, PO BOX 15, PETERLEE
CO. DURHAM SR8 1NZ
TEL:091 587 1195
FAX:091 587 1195

BLITTERCHIPS
UF/23, CLIFFE HOUSE, PRIMROSE
STREET ,KEIGHLEY, BD21 4NN.
TEL: 0535 667 469
FAX: 0535 667 469

The Public Domain scene is packed with absolutely loads of programs from children's paint packages to Workbench utilities and games. Richard Baguley investigates what's hot and what's not from the latest batch of PD releases.

PD Update





My, what a large drum set you've got. *X-Beat Pro* has 29 built-in drum sounds.

X-BEAT PRO

MUSIC

SEASOFT

At the heart of every great dance track lies the drums, be they real or electronic. There have been several programs designed for creating drums on the Amiga before, but this is the best I've seen. You could always use a program such as *SoundTracker* or *OctaMed*, but they haven't been designed specifically for creating drum patterns, and they don't come with 29 drum samples built in. Anyway, it's all pretty easy to use, with a good user interface, which is divided into three screens: one for creating patterns, one for sequencing patterns and another for creating the bassline. Four example files are included on the disk, and these show off what you can do with the program rather well. It's nowhere near as sophisticated as *OctaMed*, but this is a benefit rather than a problem, because you don't have all the other stuff getting in the way. Support for triggering the patterns via MIDI would have been welcome, but it's still a useful program, and only costs £3 to register.

CLUBBS

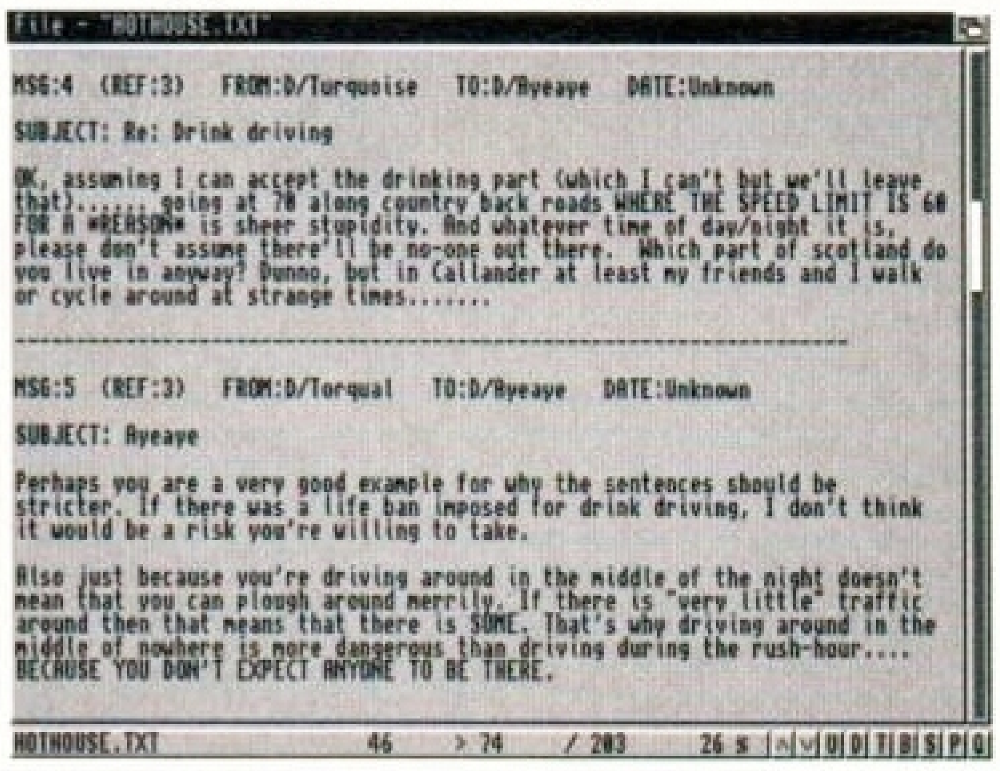
MAG

CLUBBS

Clubbs isn't exactly a disk mag, it's like a Bulletin Board without the modems. One of the things that attracts people to Bulletin Boards is being able to talk to other users, and chat about a range of subjects from computers to beer. Of course, you need a modem to connect to a Bulletin Board, but if you haven't got one, *Clubbs* is the next best thing.

The idea is simple. There are a variety of topics held as text files on a disk, on subjects ranging from Amigas to conspiracy theories. If you see a message on a topic that you are particularly interested in, you reply to it, and your reply will be included on the next month's disk.

It's a wonderfully simple way of getting answers to questions, and you don't get the immense phone bill that often accompanies calling Bulletin Boards. The inclusion of a front end would make accessing the files a bit easier, but it's no great hassle to load the text into any text viewer or word processor. Each months disk costs £1, including postage and packing.



One of the many lively and contentious debates going on in the current issue of *Clubbs* is about drink driving.

BOREALIS JUNIOR

EDUC

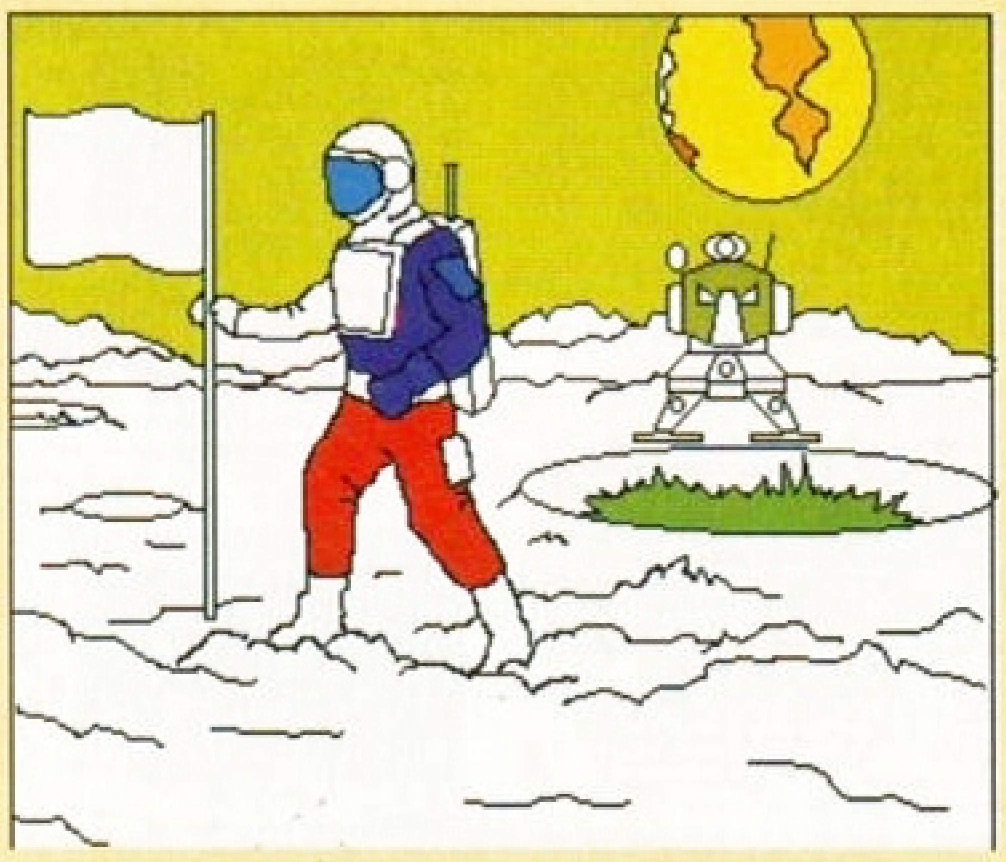
VALLEY PD

It's nearly that time of year when the kids start running around the place, demanding new and satisfying experiences to keep them happy over the holidays. Tempting though it may be to introduce them to the delights of deep sea diving without a suit, you might be better off getting hold of a copy of *Borealis Junior*, a paint program designed with the younger artist in mind.

It's a conversion of a commercial program for the Nimbus RM, but don't let that put you off. As you'd expect, it's very easy to use, with a full screen menu accessed by pressing the right mouse button. There are a variety of drawing tools, including a rather good rainbow option. It won't turn your offspring into the new Jackson Pollock overnight, but it's great fun.



Even the youngest Amiga user should have no problems working out what these menu *Borealis* buttons do.


I'm particularly fond of the greenish sky in this one. *Borealis* comes with several images for colouring in.

EXIT 13

SEASOFT

GAME

Some games walk a fine line between being enjoyable and totally irritating in a throw-that-disk-in-the-bin sort of way. This is one of the latter. The concept is simple: move two or more similar-coloured or shaped boxes next to each other, and they vanish in a puff of smoke. Some levels have three or four of the same types of boxes, and if you miss one, you are stuck. Clear the screen, and it's on to the next of several hundred levels.

Ian Quigley has done an excellent job of coding the program, and he's even included the full assembler source code, and the original game data. There's also a diary revealing exactly what programmers get up to in the early hours, which seems to be mostly programming, strangely enough.



One of the earlier levels of *Exit 13*, which looks fairly easy. It all gets much more complicated later on...

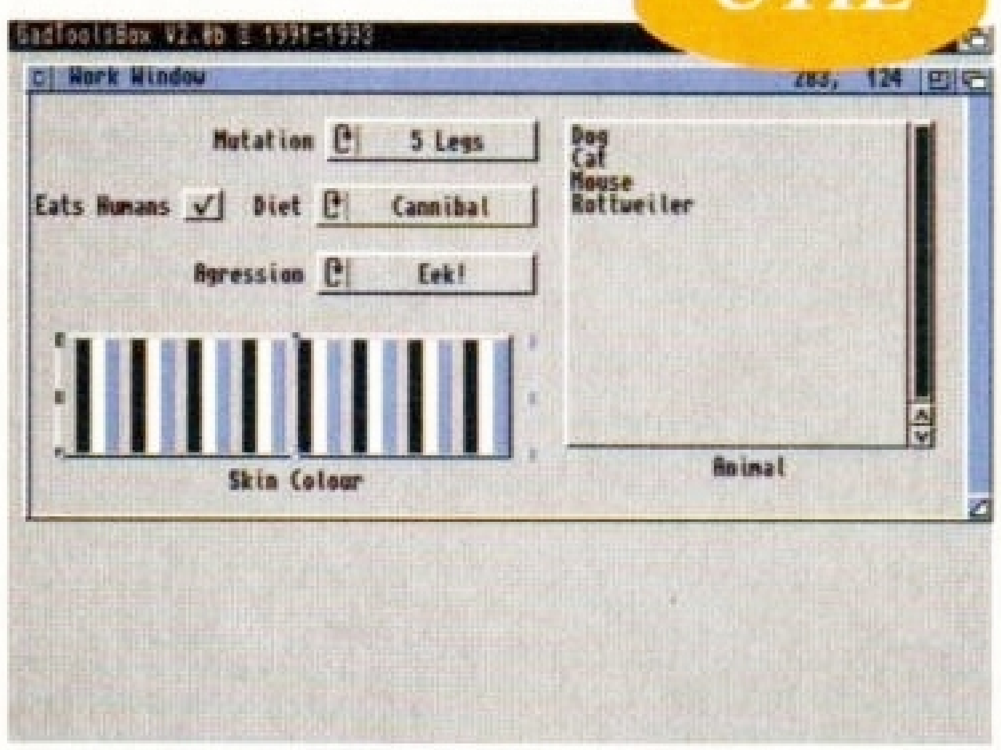


...Told you so. Here's the next level of *Exit 13*, and things have already got a bit more difficult...

GADTOOLSBOX

GRAPHIC F/X PR008

UTIL



Creating your own requesters has never been so easy. *GadToolsBox* will even write your source code for you.

If you're a programmer, you'll know that one of the most tiresome aspects of programming is generating your requesters and creating the code to include in your programs. Fortunately, this is no longer necessary if you program in Assembler, C or Oberon, thanks to Jan van den Baad's excellent *GadToolsBox* program. This enables you to generate requesters by setting a size, selecting what type of buttons you want, and dragging these on to the screen. Once you've got the required requester, you can generate the source code for this in any of the three languages.

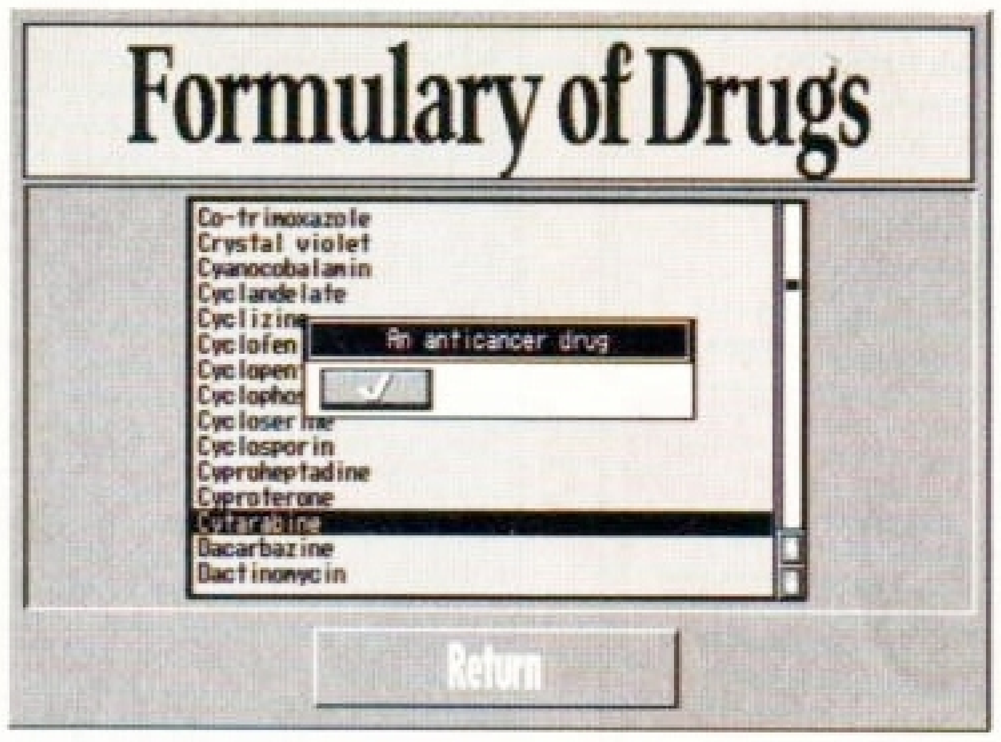
As you'd expect, you're presented with a great amount of control over this code, including a number of options over how the generated code ties in with your programs. After all, there's no point in generating all these nice requesters if the program formats your hard disk in disgust at the results. Anyway, If you follow the basic guidelines included in the excellent documents that go with the program, you shouldn't have a problem.

BASICALLY MEDICINE

EDUC

VALLY PD (CLR)

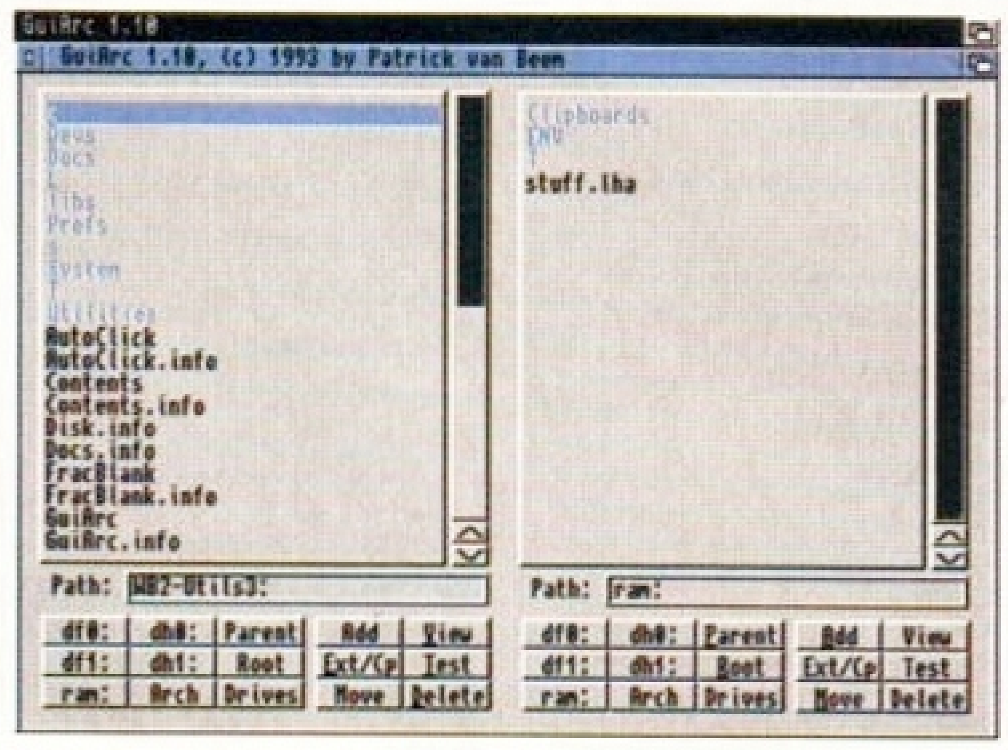
People often worry about being ill, or not really understanding what's happening to them when they are ill. This two-disk multimedia program is designed to give you information on a variety of common illnesses, and background information about what all those weird sounding drugs are actually for. The program was created using Hyperbook, and is very professionally produced. *Basically Medicine* is mostly text based, with only occasional illustrations, but the text is very well written, and there's even a separate section on a variety of emergency techniques, such as how to tell if a person has been poisoned.



Want to know what a specific drug does? Check it in the formulary section of *Basically Medicine*.

Also included are several sections on the history of medicine, giving background information about the pioneers of medicine such as Aristotle and Louis Pasteur. There's also a list of Nobel prize winners, with details about their contributions to medical science.

Overall, this is a very well put together program, but there does seem to be rather a lot of disk access, and it's not always obvious that you have clicked on a button, as neither the button or the mouse pointer change. A few more illustrations would have been welcome (except in the surgery section), but apart from these minor gripes it's an excellent reference source and well worth the £4.50 price.



The *GuiArc* Workbench utilities program could make using a Shell program such as LHA much easier.

WORKBENCH 2/3 UTILITIES

UTIL

KEW-II U/080

The advent of Workbench 2 and 3 has meant a great increase in the number of Workbench utilities available in the Public Domain, because it's much easier to add these programs to Workbench as commodities. This disk contains a selection of the best Workbench 2 and above add-ons.

The disk contains seven utilities including FracBlank (a fractal screen blanker), MagicMenu (gives Workbench menus a 3D look), PPData (for compressing and decompressing programs and data) and GuiArc (a mouse-driven front end for compression programs). All of these have been available elsewhere, but this is a good collection of utilities on one disk for A1200 or A4000 users.

TOP 10 GAMES & UTILITIES

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of:

SEASOFT PD

	Title	Disk
1	Starbase 13	3310
2	Road To Hell	3287
3	Magic WB	V1200
4	Disk Utils 2	V1136
5	Conquest And Domination	3414
6	Print Levels	V1114
7	AGA Utils 5	V1138
8	GNU C++ Compiler	V1209
9	Kickstart 3 Emulator	V1178
10	Shanghai 93	ASS127s

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- M009 Amega Party Winners (1200)
- M010 Shamen Move Any Mountain
- M011 Sploosh (2) (AGA)
- M012 Unleashed (2)

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- D025 Sanity Interference
- D026 Lemon Rinky Dink
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- U003 Protracker
- U006 Kick 1.3
- U007 NComm V2 (1200)
- U008 RSI Demomaker (1200)

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- S002 Comic Art 2
- S003 Sanity Comp Winners
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- S008 Machines of War
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- S013 Agatron 12
- S014 Claudia (AGA)
- S015 Garfield!
- S016 Tobias Richter (2)
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- G001 Wibble World Giddy
- G002 Hellzone
- G003 L.C.D. Dreams
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- U044 Cassette Labeller +
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- U079 Icon Editor 4.0*
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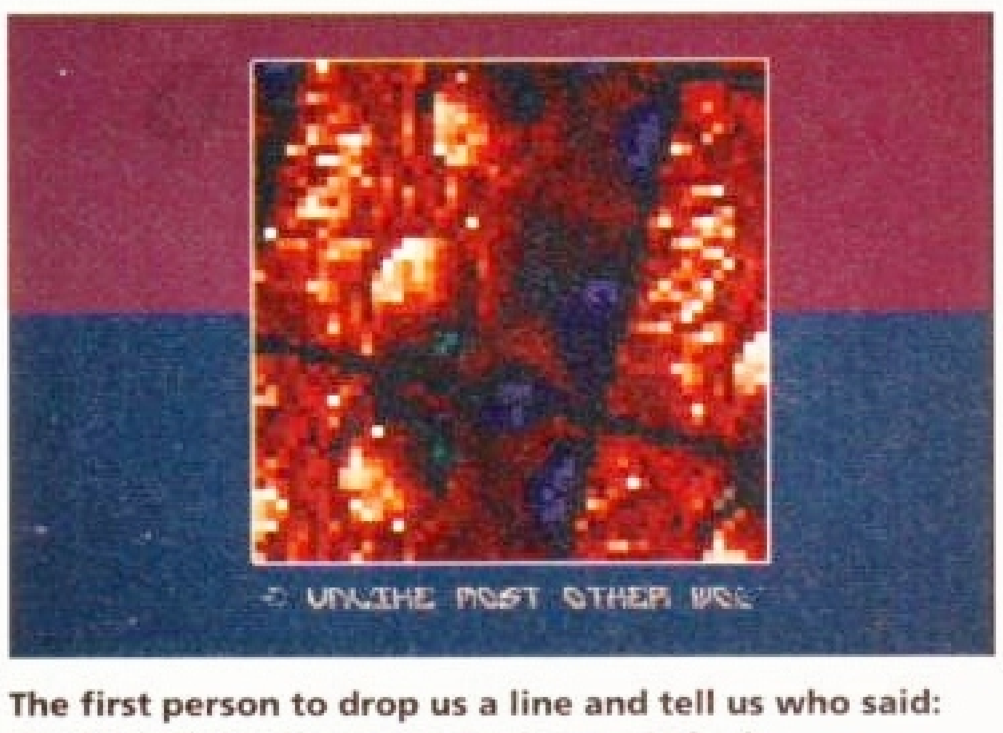
Trekkies will delight in this fulsome collection of ray-traced slides from Infinite Frontiers.

HOLODECK — SLIDE
CYNOSTIC P0072

"It's art Jim, but not as we know it." *Holodeck* is a rather fine collection of ray-traced images of *Star Trek* spacecraft from the Infinite Frontiers team. The Enterprise is pictured in various battle confrontations and artist Mark Platts and musician Bjorn Lynne have put together a tidy package. Recommended for fans of *Star Trek* and/or fairly bland synthesizer music.

RINK-A-DINK — DEMO
CYNOSTIC D0216

"And a rinky dinky doo to you," said a cartoon character whose name escapes me. Despite having the best title of the month, *Rink-a-Dink* by the Lemon programmers, is fairly standard fare. The thumping ravy backbeat is rather nondescript, and a bit short. But some of the visuals are excellent, particularly those that resemble a swirling stained glass window. Not the best, but better than many.



The first person to drop us a line and tell us who said: "A rinky dinky doo to you" wins an *AF* badge.

HANDEL'S ROYAL FIREWORKS MUSIC — DEMO
TELESCAN



While Handel's Royal Fireworks gig was taking place, Guy Fawkes charity concert was on at Westminster.

Composed to accompany a celebration of some peace treaty or other overseas, *The Music for the Royal Fireworks* was first performed in 1749. Rob Baxter has updated and synthesised Handel's masterpiece for the Amiga and it makes a refreshing change from the usual ravy types.

There is loads of info included about the music and the man himself (not Rob Baxter). Actually, for those interested in snippets of Handel-related trivia, did you know that George Frederic Handel lived from 1685–1759, and wrote 46 operas, but is probably best known for his 18 oratorios, including the Messiah? I've always wondered why the audience stands up when they play the Hallelujah Chorus bit of the Messiah, does anybody know why? As to whether you will actually like the music on this demo is a different matter. Me, I could just about Handel it.

WORLD OF MANGA AGA — SLIDE
CYNOSTIC, P0065

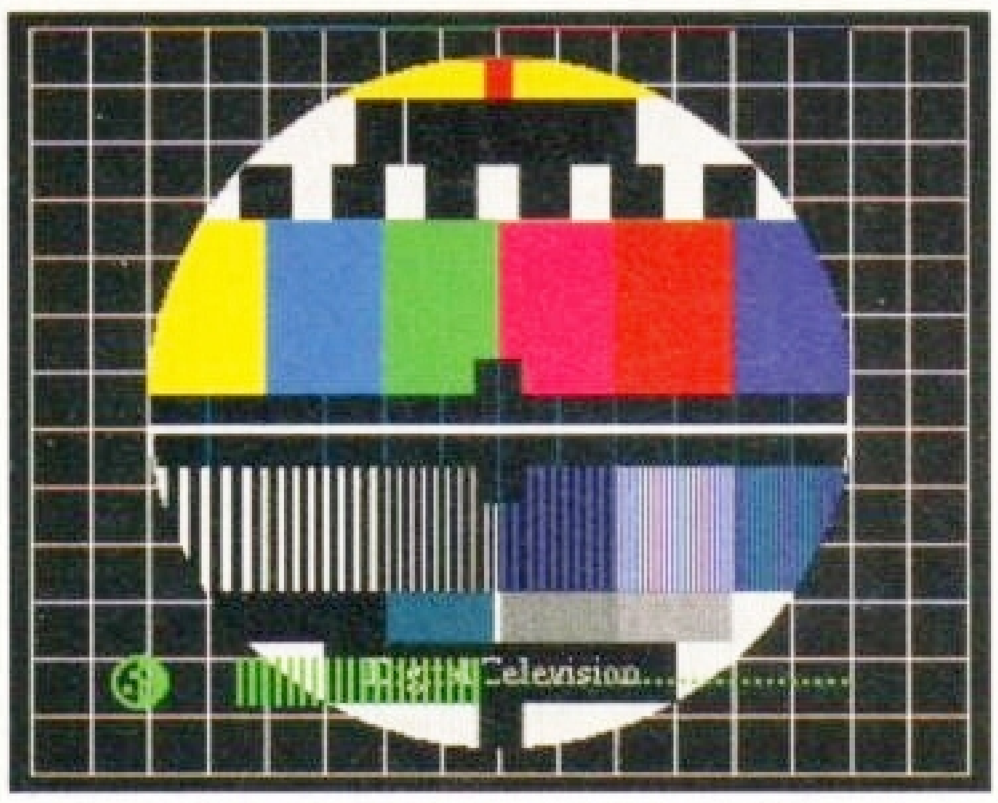
In vogue and in town, the Japanese Manga style of animation is currently as popular as Coronation Street. And Comax deliver the goods in this four-disk AGA package with a wide variety of quality slides. Some of the images are, shall we say, a tad



When the little people are swarming arround your head, the best course of action is to firmly swat them.



The dentist of the future is not to be messed with. Quite what that implement is for is anybody's guess.



No sign of the girl with long hair, dodgy teddy and blackboard here. Testcards aren't what they were.

DREAMTRIPPING

TELESCAN

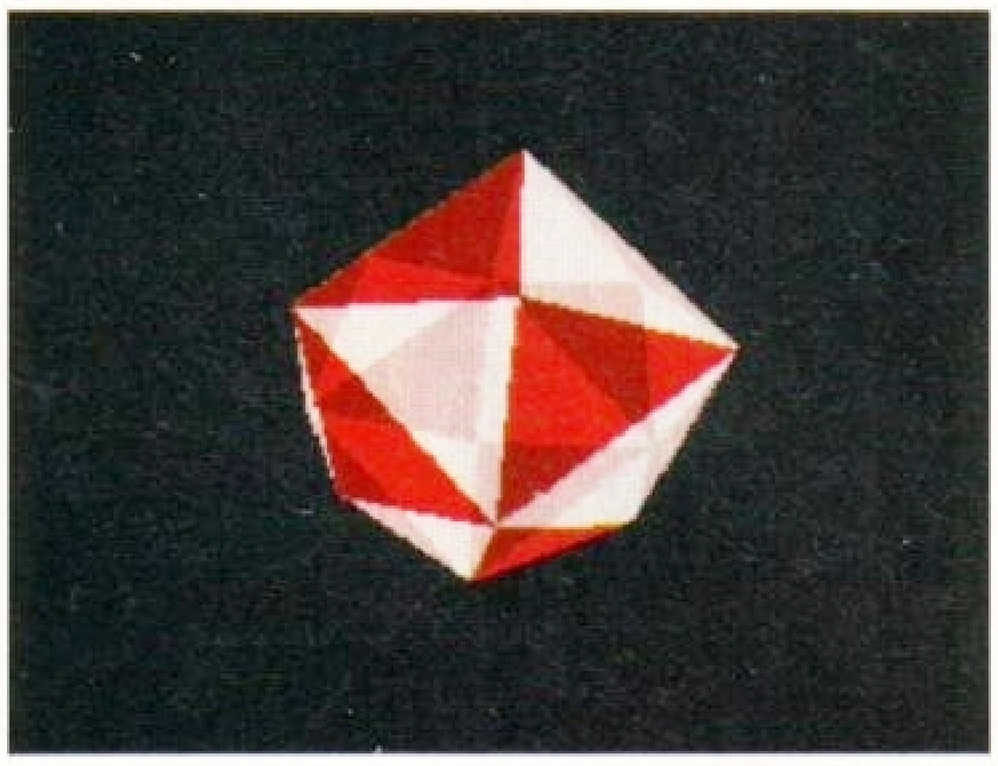
DEMO

This innovative demo begins with some television interference followed by a Testcard (Digital Television) which proceeds to go bonkers. A very positive start. It's a multi-media overload, 'the choice of a new generation,' it proclaims. But apart from this it's the usual swirling dot and cube effects (the cubes are excellent) and the backing track is suitably chaotic.

MENACE

COSMIC PD

DEMO



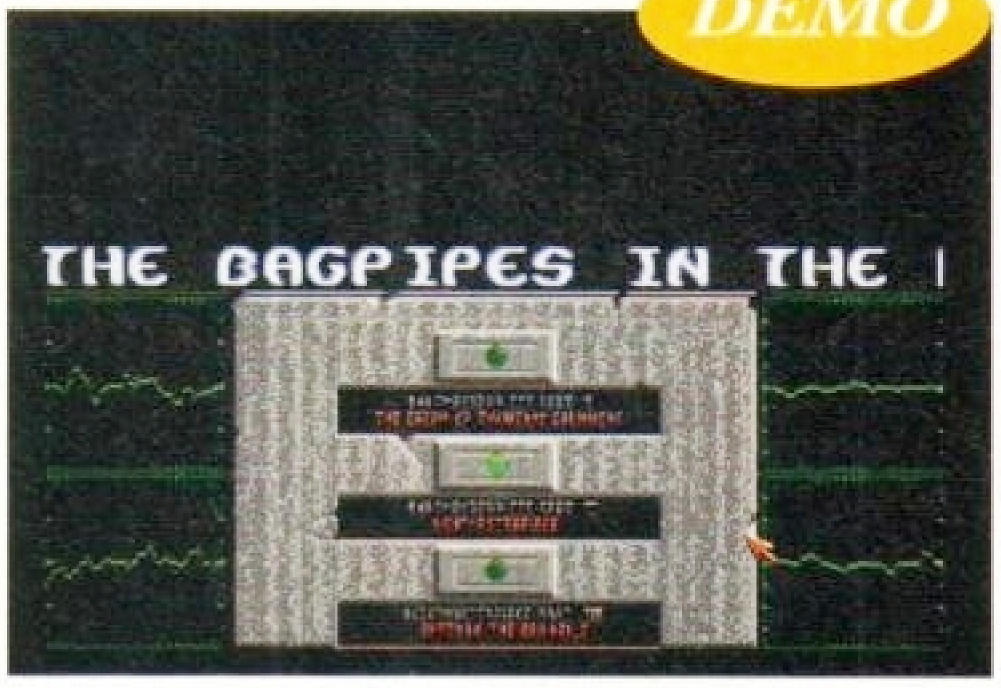
The obligatory cube effect from the rave demo *Menace*, which will probably only appeal to hardened ravers.

This month's obligatory rave demo is from a group named Desire. And they don't disappoint. *Menace* includes all the usual messages to pals in the scattered wastes of Scandinavia, tales of wild parties, drugs and A1200s (that was a lie) along with the usual blippy music, swirling vectors and the reassuring CND symbols. There are some nice piano effects and dotty dancing girls. However, *Menace* is a demo for real devotees rather than the casual rave demo observer.

NIGHTMASTERPIECE

CYNOSTIC S0199

DEMO



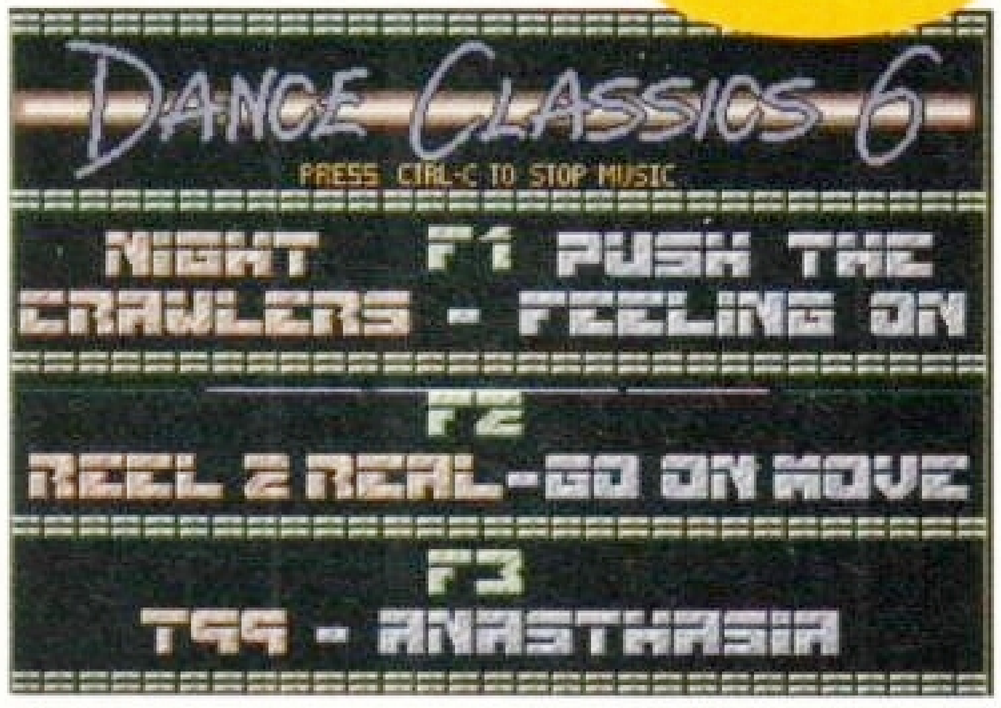
The sound of bagpipes are particularly atmospheric at seven O'clock on a Sunday morning, up in Scotland.

You can't beat a howling wind to add a bit of atmosphere, and the intro uses one to full effect, although, unfortunately, it's downhill from there on in. *Nightmasterpiece* from Mystik is a collection of three 'tunes' which were probably inspired by some concept track or other from 1973 (at least we're mercifully spared the rave track). The visual consists of a cracked stone-effect interface and a whole load of scrolling comments asking such searching questions as 'can you feel it?' I couldn't.

DANCE CLASSICS VOLUME SIX

CYNOSTIC S0195

DEMO



Despite its distinct lack of visual splendour, *Dance Classics Six* nevertheless has some stonking tunes.

If you're looking for that 'it's one in the morning, what on earth am I doing in this dance club drunk as a lord' feeling then you could do worse than cast your eye over this three–tune collection. Night Crawlers' *Push The Feeling On* is the best, and despite my aversion to dance music, I thought it was excellent. *Real 2 Reel* features a rapper warbling about funky grooves The third track is more of a Spanish disco in August affair with the odd Hispanic 'are you all ready for this' type of chant thrown in at irregular intervals for good measure. Unfortunately, I found it impossible to stop the tunes once they started, much to the distress of the rest of the office.

LAST STAND ON HOTH

CRAIG COLLINS

ANIM



A close-up of one of the Snowspeeders is the prelude to some serious Star Wars-esque shooting action.



Collins has captured perfectly the ponderous movements of the huge A.T.A.T.'s. Check it out.

Craig Collins is one of the most creative Amiga animators and he has really excelled himself with this futuristic and atmospheric animation. Time: the future. Place: ice planet Hoth. A few remaining Snowspeeder pilots (they're the good guys, hurrah!) are battling it out against the evil empire's monster A.T.A.T.'s. And it's all just like good old *Star Wars*.

Last Stand on Hoth is all seriously good stuff. The A.T.A.T.'s are enormous robots things which clump around in a suitably menacing and robotic manner. Collins has perfectly captured the movement and everything is incredibly realistic (not that I've ever seen an A.T.A.T in real life, you understand). _Last Stand In Hoth_ requires a minimum 3Mb and if you want the version that includes sound you'll need 7Mb. A stunning ray-traced 3D animation.

risqué but you're not going to let that put you off are you? Samurai Warriors, spacemen, small animals and children – you name 'em, they're on here. The images fade in and out so you just sit back and enjoy (and occasionally swap disks).



Young folk sporting shiny suits and guns are generally thought to be the best types to save the world.

TOP 10 DEMOS

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of:

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7. Boris Vallejo
8. Vomit
9. Dreamtripping
10. Technological Death

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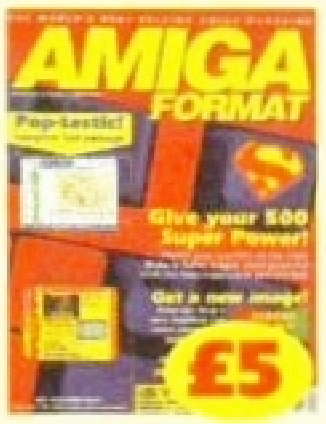
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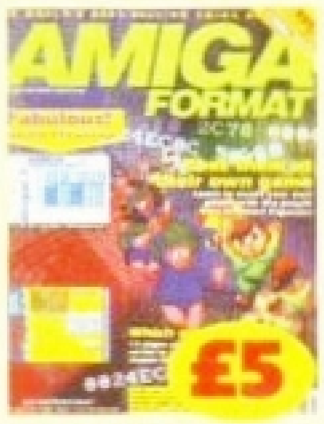
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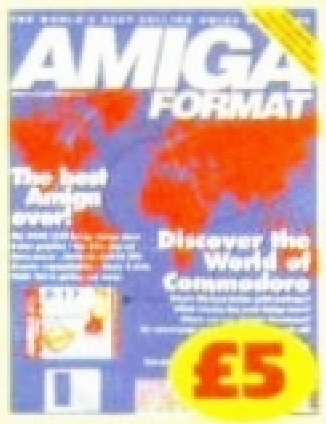
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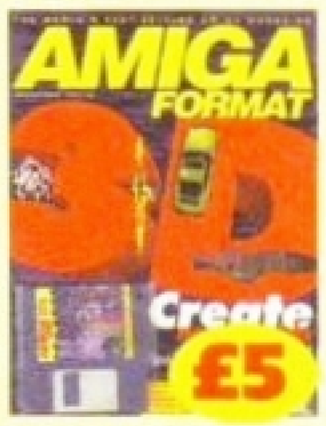
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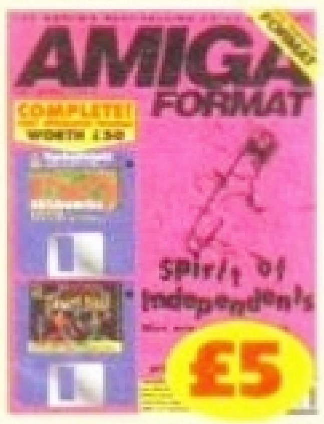
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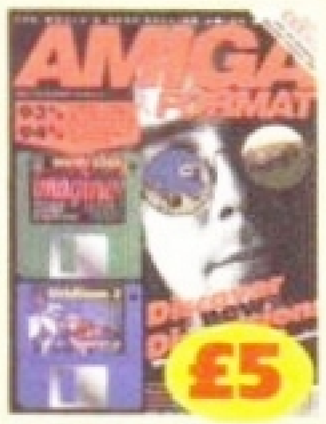
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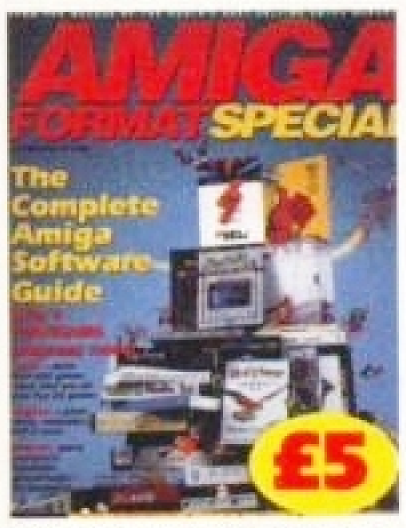
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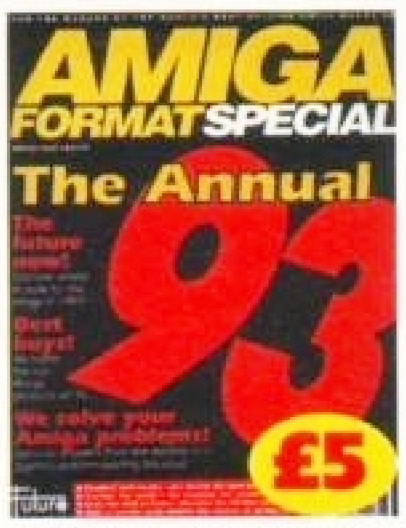
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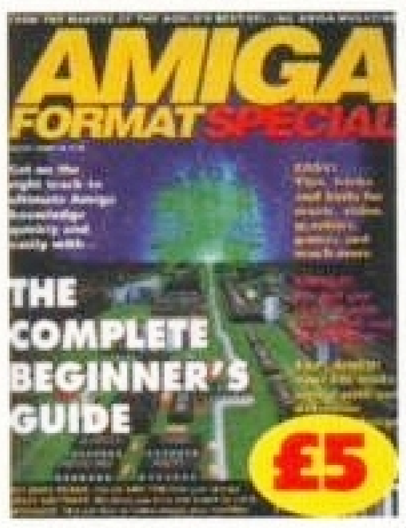
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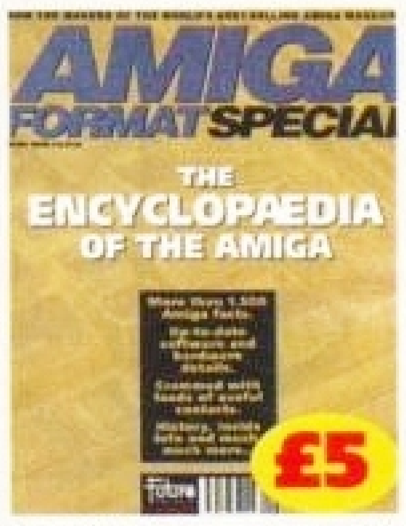
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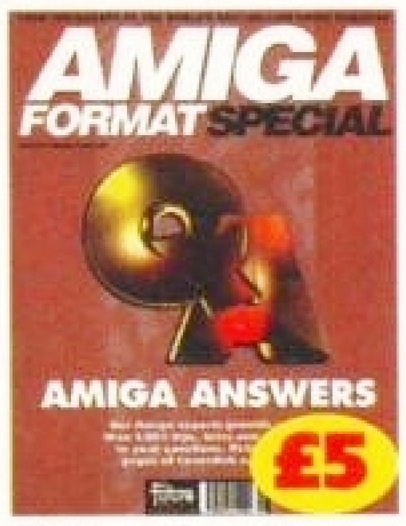
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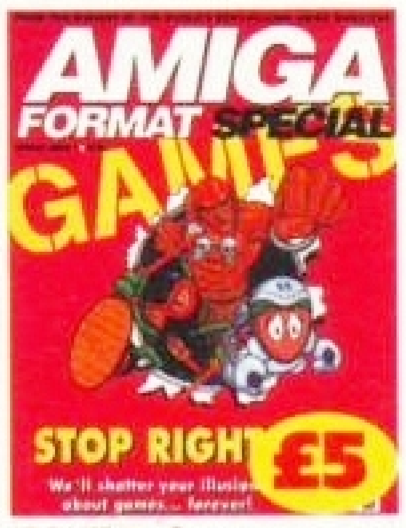
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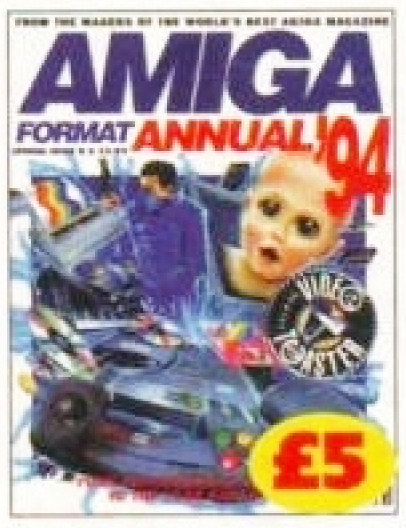
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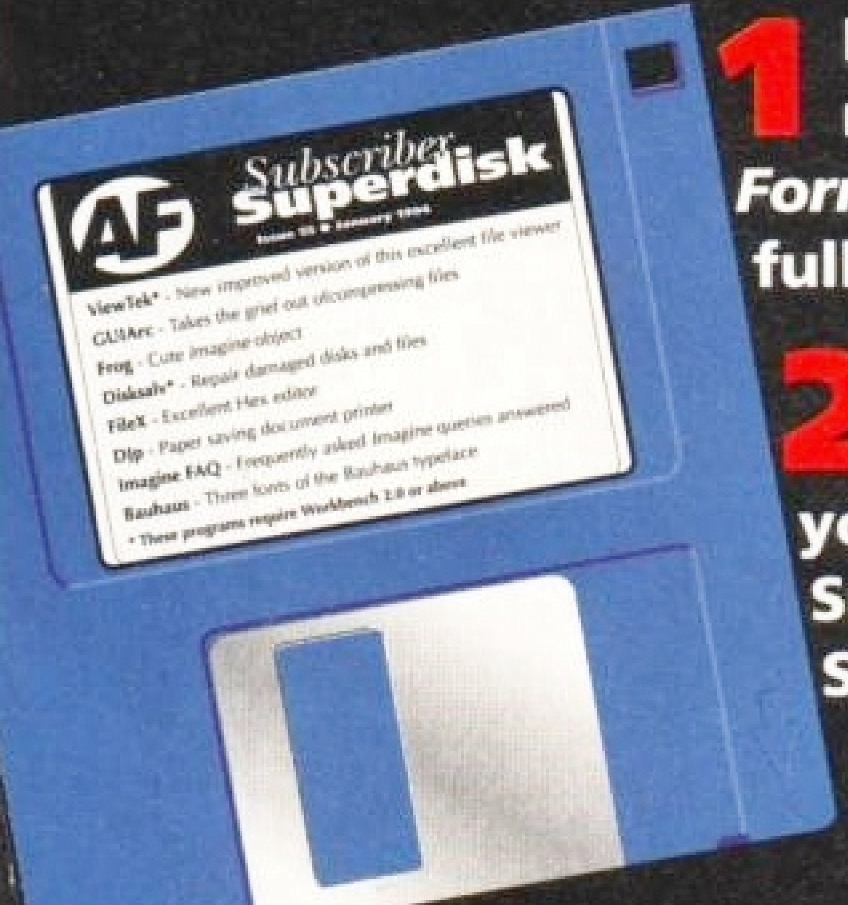
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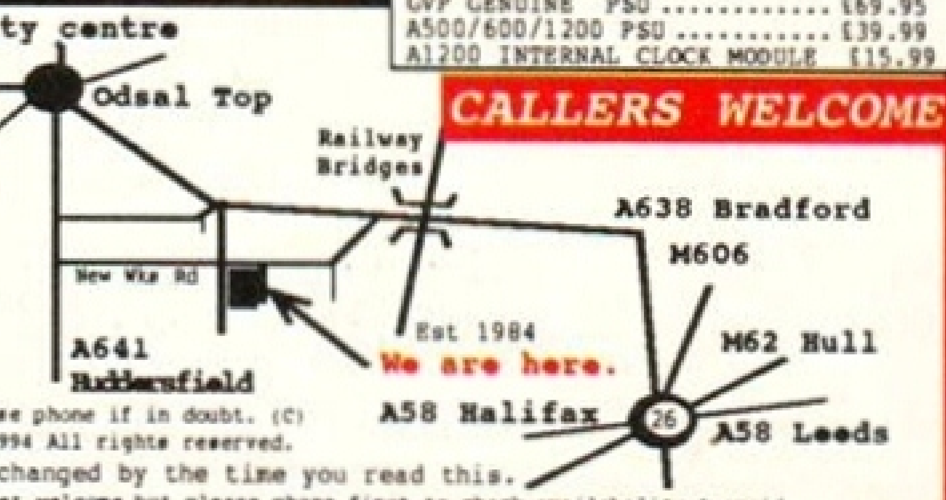
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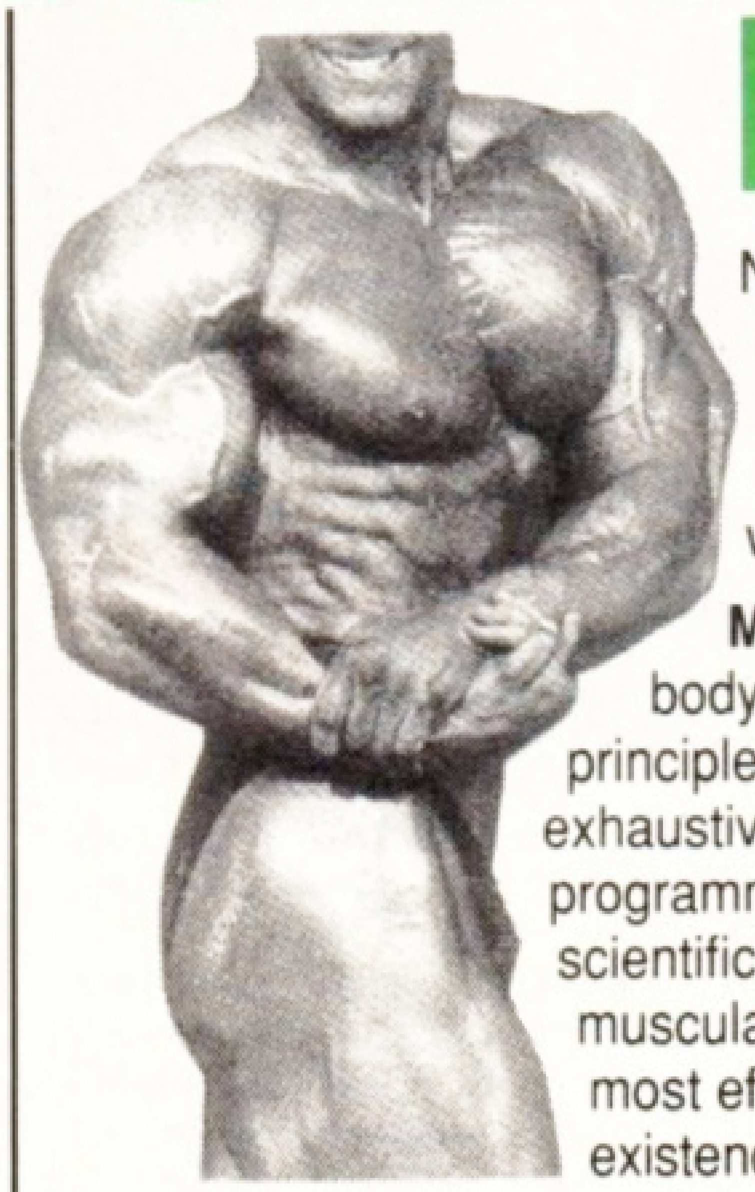
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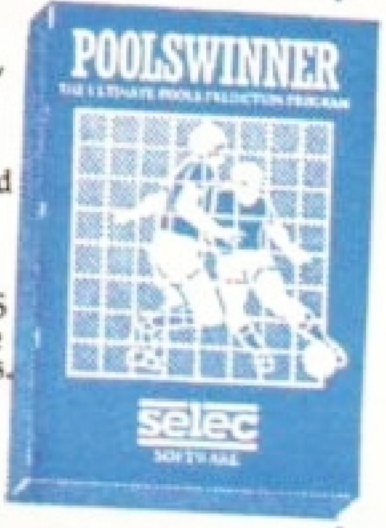
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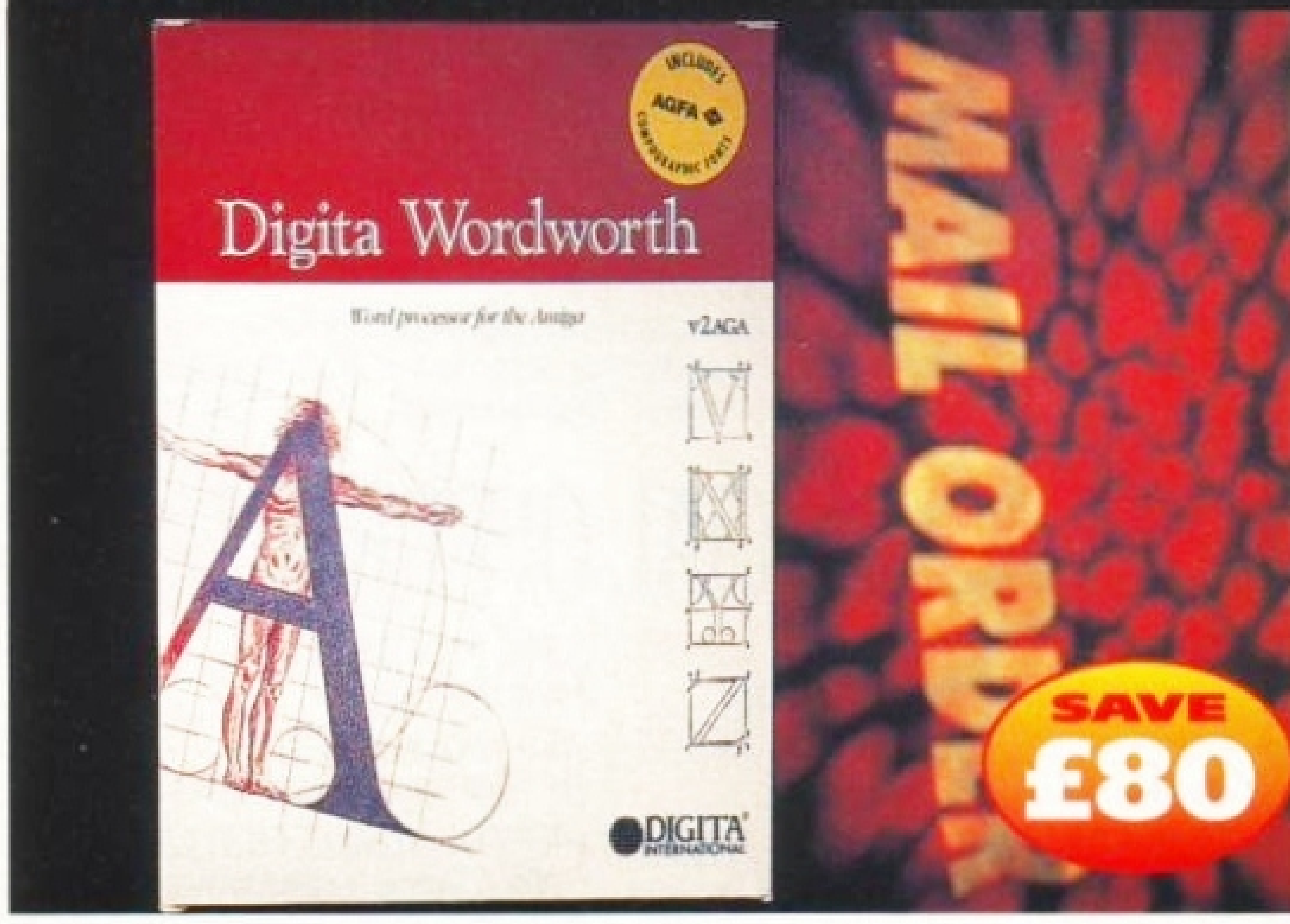
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Wordworth v2



If you haven't already got this seriously excellent software, then you'd be mad to miss out on this amazing offer. ***Wordworth2*** from Digita International is without doubt one of the best document processors on the Amiga, Powerful and packed with slick and useful features, such as the Intellifont system which enables you to use fonts from 4 to 800 points, mail merging, a comprehensive dictionary and thesarus, and an indexing system, ***Wordworth2*** offers every thing you could possibly require of a WP program. Reviewed in AF41, version 2 scored a golden 91 per cent.

Description	RRP	Price	Order Code
Wordworth 2	**~~£129.99~~**	**£49.99**	**AMF266**

Blitz Basic 2



Create your own standalone programs with this fully structured new-generation BASIC programming language. It has faster compiling and code, new commands, and everything from C structures to an inline assembler. The package includes a reference manual, user guide, four issues of Blitz User Mag, five disks packed with extensions, games and examples.

Description	RRP	Price	Order Code
Blitz Basic 2	**~~£69.95~~**	**£49.95**	**AMFBB2**

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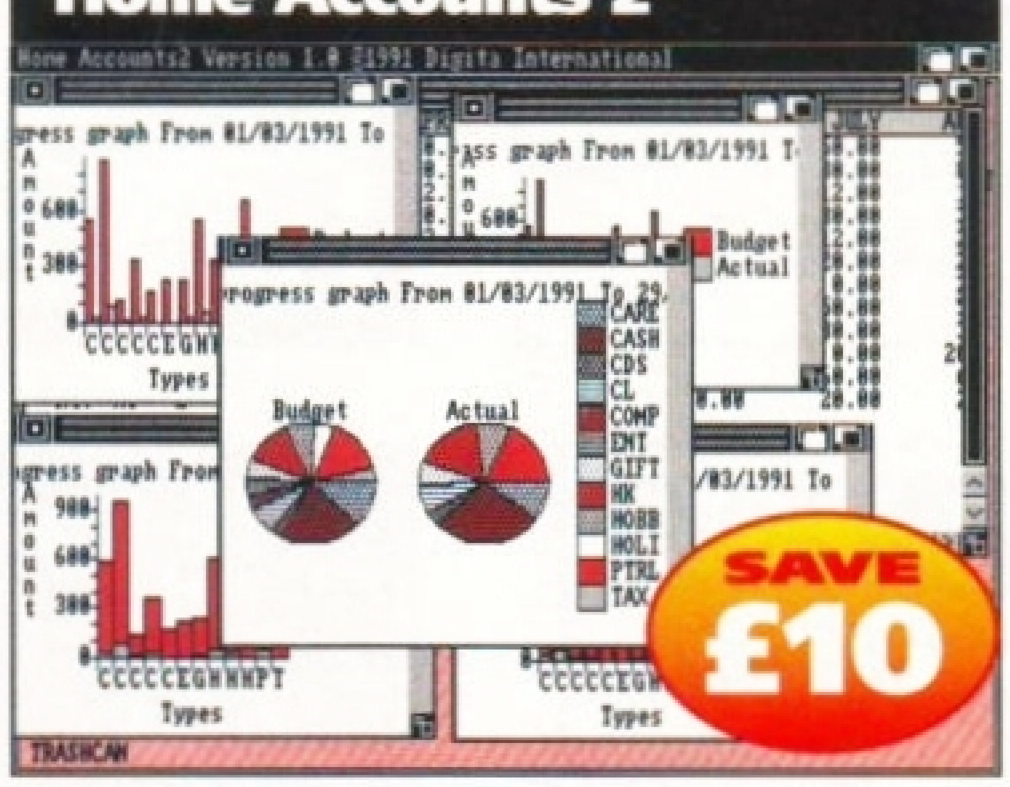
Sportsmasters



Not only *PGA Tour*, the best golf game ever (and don't believe anyone who tries to tell you otherwise), but ***Indianapolis 500***, ***Advantage Tennis*** and ***European Championship Soccer 1992***, all in one box. Buy it!

Description	RRP	Price	Order Code
Sportsmasters	**~~£29.99~~**	**£24.99**	**AF252**

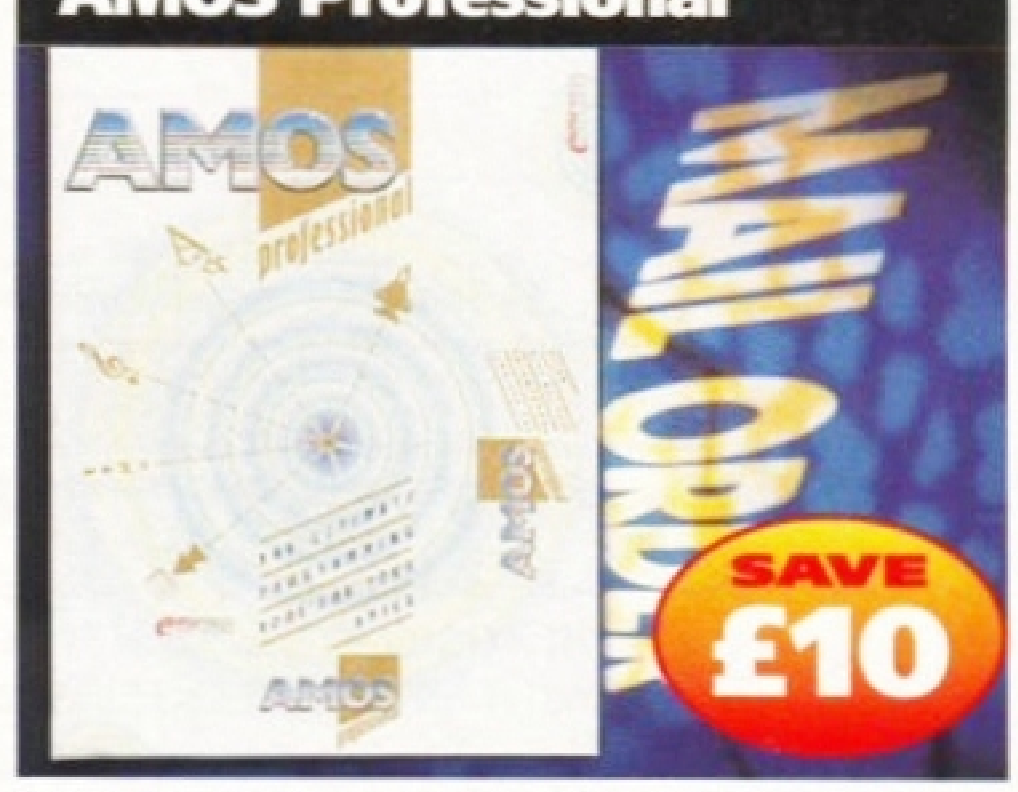
Home Accounts 2



Described by ***Amiga Format*** as 'a package which will suit any household', this is the ideal way to keep track of your financial affairs, from what's in your bank account to how much is left after the bills!

Description	RRP	Price	Order Code
Home Accounts 2	**~~£54.99~~**	**£44.99**	**AF229**

AMOS Professional



This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the AMOS range, it updates the famous AMOS extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	RRP	Price	Order Code
AMOS Pro	**~~£69.99~~**	**£59.99**	**AFAMPRO**

History Line



The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game ***Battle Isle***, ***History Line*** scored an incredible 94 per cent in ***AF***43.

Description	RRP	Price	Order Code
History Line	**~~£34.99~~**	**£29.99**	**AF251**

VideoMaster



MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, enabling you to make your own multimedia movies.

Description	RRP	Price	Order Code
VideoMaster	**~~£69.95~~**	**£64.95**	**AMF245**

Easy AMOS

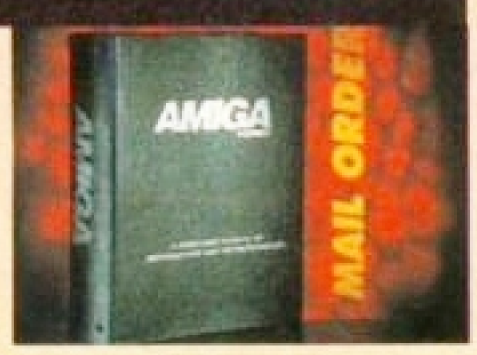


Designed for the beginner who wants to learn programming but doesn't know where to start, Easy AMOS is more than a programming language. Based on the successful AMOS, it has many helpful examples and detailed explanations to help you learn.

Description	RRP	Price	Order Code
Easy AMOS	**~~£34.99~~**	**£29.99**	**AF250**

The Amiga Format Star Buys

AF Amiga Accessories

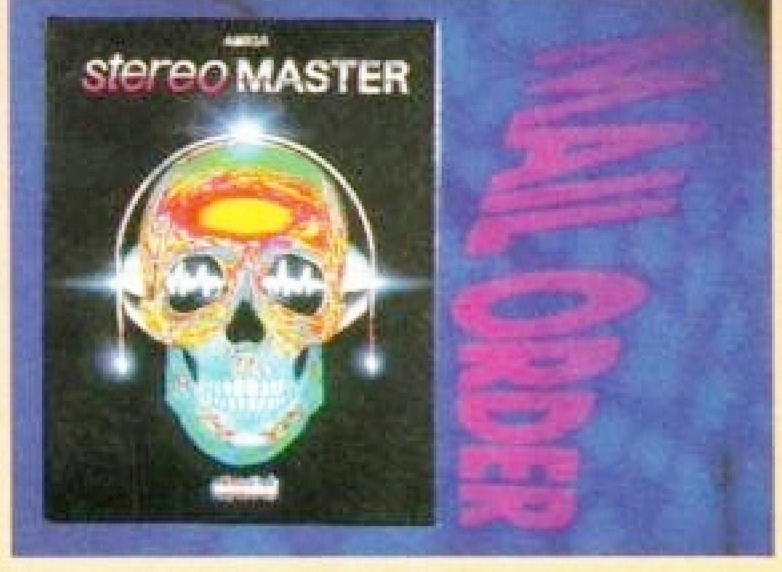
To keep all your copies of ***AF*** neat and tidy our stylish black and silver binders are ideal. And if your bedroom, or lounge is anything like the ***AF*** offices, you'll be needing a dust cover for your Amiga. And knowing that co-ordination is the key we've even created matching resilient and water resistant mouse mats and disk wallets!

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Monitor cover	**£12.99**	**AFMONIT**
Disk wallet	**£3.99**	**AFWALL**
Mouse mat	**£7.99**	**AFMAT**

SPECIAL OFFER, buy a full set and save money.

Description	Price	Order Code
A500 cover, monitor cover, mouse-mat, disk wallet	**£29.95**	**AFCOVERS5**
A600 (as above)	**£29.95**	**AFCOVERS6**

StereoMaster and free Quartet software



SAVE £10

This update of *MasterSound* is an ideal entry-level sound sampler. It features an improved, easy-to-use graphic interface, and as an extra special offer we are throwing in for free, the excellent ***Quartet*** sample MIDI sequencer.

This powerful, but easy to use, four-track sequencer will enable you to build your sampled sounds into full music tracks. At this price, no budding Amiga musician can afford to miss it.

Description	RRP	Price	Order Code
StereoMaster and Quartet	**~~£39.95~~**	**£29.99**	**AF234**

Technosound Turbo



This sampler from New Dimensions enables you to grab digitised sounds, then sequence them into compositions. It also contains a new cartridge, a manual and a set of audio leads.

Description	RRP	Price	Order Code
Technosound Turbo	**~~£3[illegible].95~~**	**£29.95**	**AF246**

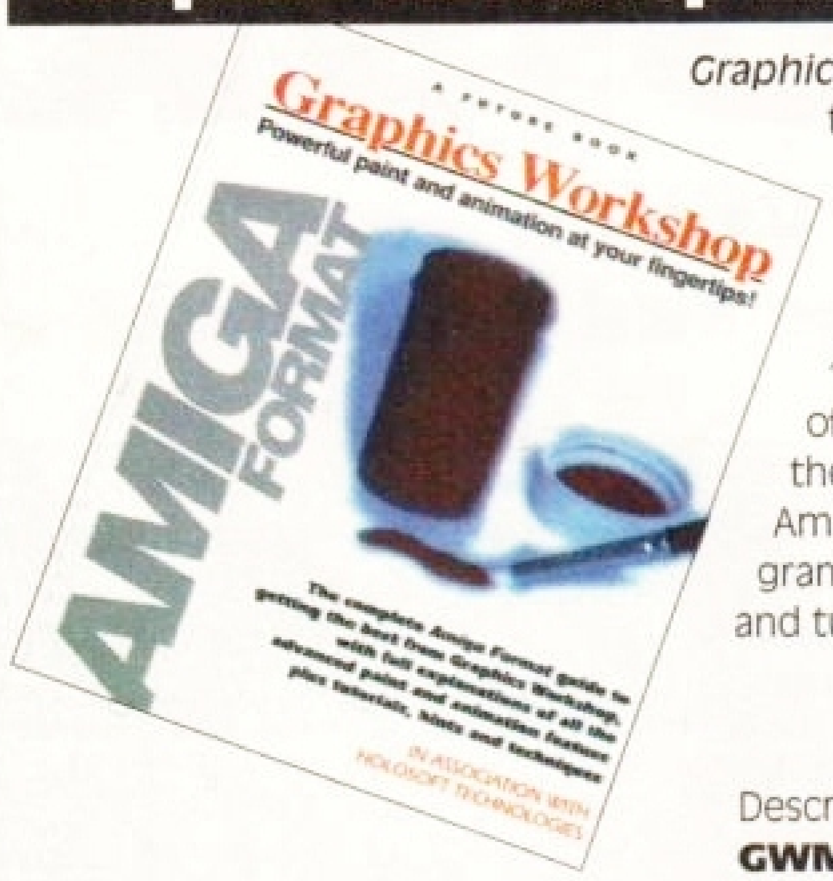
Lost Treasures of Infocom



The Lost Treasures of Infocom (reviewed, ***AF***40, 90%), is a collection of 20 of the best text adventures ever. And it could be yours for the bargain price of £30.99.

Description	RRP	Price	Order Code
Lost Treasures	**~~£3[illegible].99~~**	**£30.99**	**AMF260**

Graphics Workshop Manual

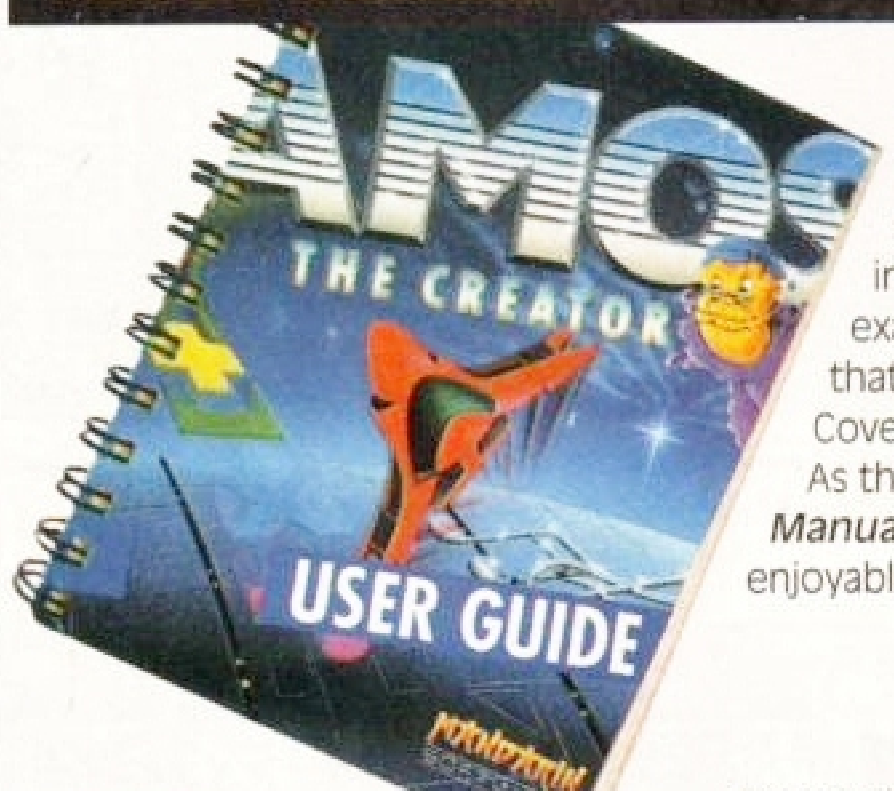


Graphics Workshop is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

You're not limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Why not get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).

Description	Price	Order Code
GWManual	**£13.95**	**AF249A**

AMOS Manual



Supplied book is perfect bound!

If you want to get the most out of *AMOS The Creator*, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the ***Amiga Format*** Coverdisks.

As the complete reference work, you'll find *The Manual* will make your *AMOS* career far more enjoyable and creative!

Description	Price	Order Code
AMOS Manual	**£13.95**	**AF249**

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AFM/1

The Amiga music specialists Blue Ribbon, who supplied the amazing SuperJAM! Coverdisk for AF54, are offering Amiga Format readers exclusive special offers on a wide range of their software. So, if you want to get in tune with your Amiga, read on...

NOT JUST THE fantastic full *SuperJAM!* program, but all of the award-winning Blue Ribbon products are available to *Amiga Format* readers as a special offer price.

By completing the coupon on this page, you could save yourself pounds if you purchase the upgrades or the full products at the special *Amiga Format* offer prices shown.

Upgrade to SuperJAM! V1.1 the full fantastic product.
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Offer price £479.95.

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Upgrade to the full SuperJAM! V1.1 for only £69.95 inc. VAT. Plus £2 postage and packing.



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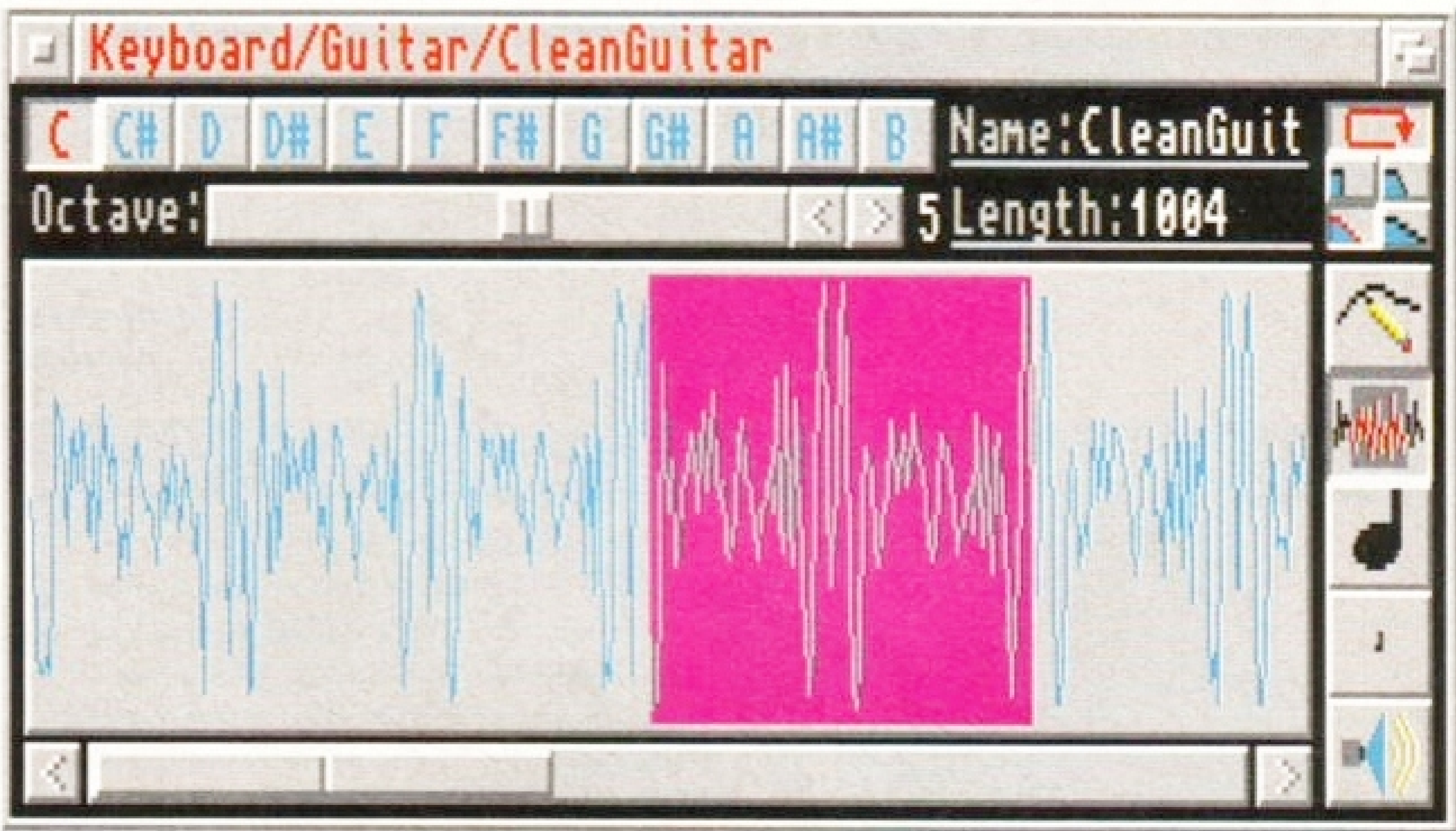
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Send this order with the *SuperJAM!* Coverdisk, if necessary, to:

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54 Wandle Bank, London SW19 DW

Tel: 081-715 8866
Fax: 081-715 8877



The beauty of *SuperJAM!* is that you don't have to know anything about music to use it, but if you do know your chords from your crotchets, you can make it sound even better.



The keyboard window of *SuperJAM!* is the main control centre for the program. From here you can call up styles, play chords and melodies, and access all the detailed editing windows.

FOOTBALL TACTICIAN 2

NEW enhanced version sets even higher standards and breaks more records.

Firmly established as the definitive interactive football strategy game, *FOOTBALL TACTICIAN 2* is now available in three superb versions:
FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. **FT2 SCOTLAND** the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. **FT2 ITALIA** with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league!

Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved and won if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge?
Try *FOOTBALL TACTICIAN 2* for a totally different football experience!

What makes Football Tactician 2 so special?

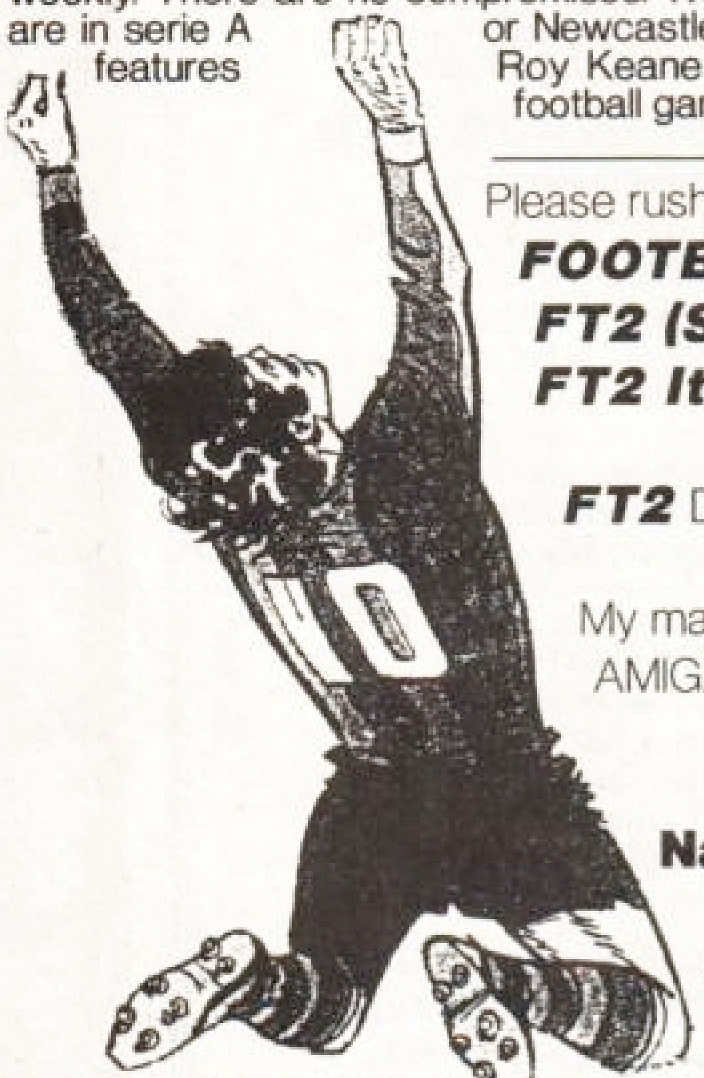
- Biggest ever multi-user system: up to 46 users (yes forty-six! who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
- First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation, mark players or inspect possession.
- Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, nationalities, playing positions, fitness, morale, market valuation and performance.
- Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out and examined.
- Professional recording: 36 matches always recorded for full-scale replay at ANY time!
- First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' or 'time-wasting' when Jim Parker is in charge! The message is clear: know your refs.
- Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. No waiting. No delays. Smoothness of action is FT2's hallmark.
- Most accurate editor: built-in intuitive editor capable of entering new players and fine tuning all parameters. It goes without saying that this is essential for the serious user.
- 16 different tactics from rough play to offside-trap, all adjustable throughout the match. You manage your side before AND during the match. No guessing. No falling asleep.
- Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

- FA Premiership and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
- Man of the Match. PFA Player of the Year. PFA Young Player of the Year. Footballer of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
- Easy selection of penalty takers, free-kick takers, long throwers, wingers, captains, ball winners, playmakers, overlapping full backs, reserves, substitutes, player managers...
- Unique database-type search facility to locate any player in the league.
- Full-scale printing facilities. With 46 simultaneous users, highly suitable for Play-by-Mail.
- Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
  Plus mid-week transfer and fitness news from all 46 clubs.
- Thirteen different charts: top scorers, super-subs, penalty kings, hat-trick heroes, most bookings, most consistent player, most caps, etc, etc...
- Friendlies, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A or Newcastle in Division One? Who wants to play a game that features Roy Keane at Forest or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



Please rush 1 copy of

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FT2 (Scotland)	**£22.95** ☐
FT2 Italia (serie A and serie B)	**£22.95** ☐
FT2 Double Pack (tick any two)	**£29.95** ☐

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A1200 ☐ ATARI ST/STE ☐

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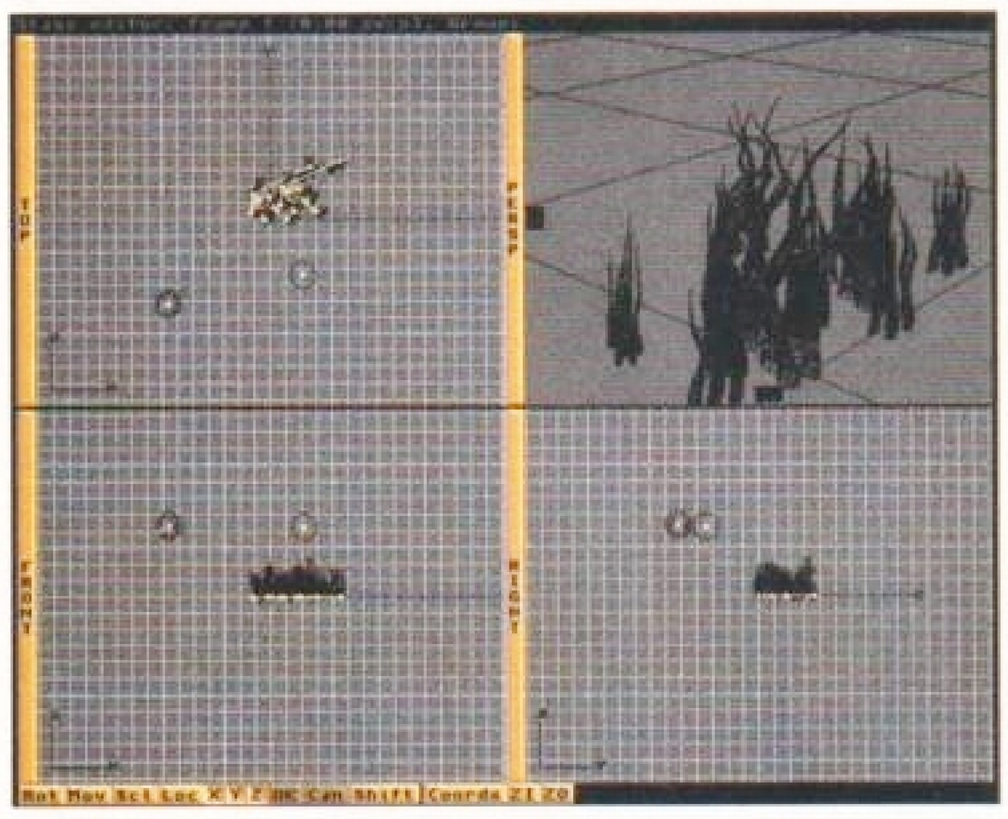
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WorkBENCH

Whatever your problem (as long as it is vaguely Amiga-related) we are here to solve it. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



More memory on your machine will mean that *Imagine* runs both faster and better.

IMAGINE FASTER

From: Mark Rothwell, Accrington, Lancs

I recently bought an A1200 with 2Mb of Chip RAM. I am enjoying using *Imagine 2.0*, but I am wondering whether I could get better and faster images if I add some more memory. Would a 20MHz 68881 accelerator enhance the images?

Firstly, the 68881 is not an accelerator, it is a maths co-processor. This will speed up many operations on your A1200, but it is not an upgrade for your processor. Adding some Fast RAM will speed up operations quite a bit, but the PCMCIA RAM expansions are not as fast as the trapdoor variety. If you really want to speed up your *Imagine* renders, get hold of an FPU and RAM expansion such as the PC1208 (Power Computing 0234 843388) and send your *Imagine* disk to Diskcopy Labs and ask for an FPU version to replace it.

FAULTY FITTING

From: Ian Petch, Milton Keynes

I removed my hard disk to replace the faulty modulator in my A600. When I plugged the hard disk connector back in, I made a mistake and plugged in the cable too far to the left. Now I have nothing but flashing lines. Is there anything I can do? I have a copy of *DiskSalv* but I haven't tried it yet.

The first thing to do when you plug the cable in the wrong way is not to do it in the first place. Depending on which way you plugged the cable in, you could have permanently damaged your drive and your Amiga's IDE interface.

Does your Amiga work without the drive connected? If so, connect the drive again (the proper way) and boot from a floppy disk, preferably Workbench. Then use your disk preparation software (I believe that the version of Workbench with the A600HD has *HDToolbox* on it, use this) to re-partition your drive and reformat it. Do not, whatever you do, low level format the drive. This will completely knacker it. Good luck.

POWER UP

From: Edward Spurrier, Eversley Cross, Hampshire

I have acquired an old Apricot XEN computer, which I subsequently disposed of. I kept the power supply though, because it is in working order and supplies the current I need (12v at 5amps). However, it has an unusual output connector which uses a 15-pin D type connector. I have no idea what each pin does as there are no manuals available to me. Could you please shed some light on the subject?

Continued overleaf ☛

DRIVE DILEMMA

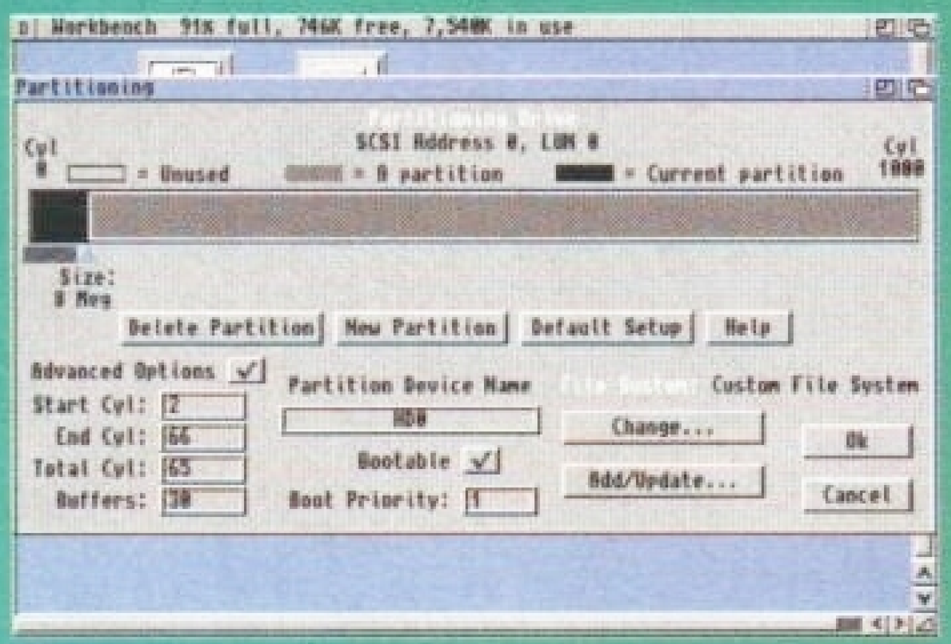
From: Pete Sutherland, Southampton

I read with interest the letter you published in the December issue of *AF*. I am having exactly the same problem with my hard drive on my A1200, except that data becomes corrupt after a transfer of only about 160K. Surely there is some more fundamental problem other than just faulty installation.

My drive was fitted for me, but I checked the connections inside the computer and the setup and it all seems to be fine.

Yes, you are right. After receiving a flood of letters and calls about this problem, some further investigation revealed that some mechanisms, which were designed for lap-top PCs, were having trouble with the maximum data transfer rate. This causes larger programs, such as *Wordworth*, *DPaint* and so on to screw up, while smaller Workbench programs work fine.

The solution to this problem is to reset the max transfer rate with your disk preparation software. For example, with *HDToolbox* click on the Partition Drive gadget. On the partitioning screen, click in the box which gives Advanced options and select change.



***HDToolbox* is invaluable in any emergency. Well, OK, it can only sort out your hard drive.**

A new screen will open with several text gadgets on it, one of which is labelled Max Transfer. The default setting for this is 0xFFFFFF. Change it to a smaller value, such as 0x2000. Then simply save changes to the drive and you are away. Thanks to everyone who called or wrote in with a solution to this problem.

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T

- Tell us all about your aunty Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard-drive to my machine and it doesn't work – what should I do". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

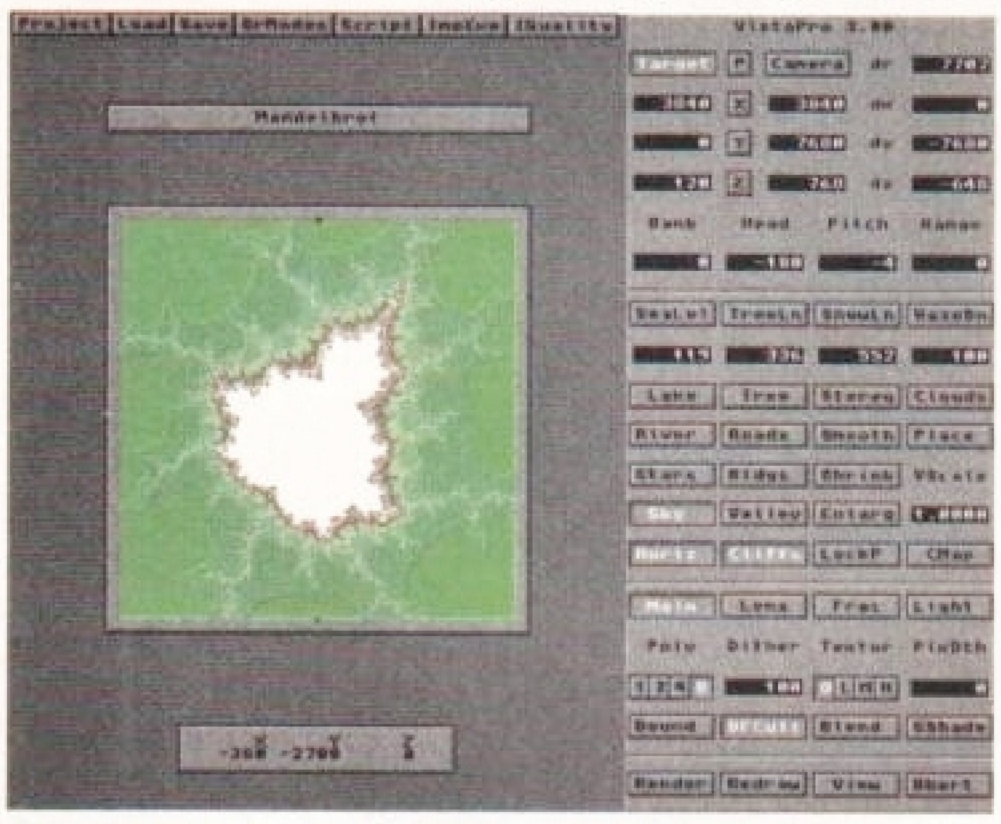
Please bear these points in mind and remember that we are trying our best to help you.

I think you should have tried writing to Apricot XEN Format but never mind, our technical wizardry will have a go.

How many wires actually lead in to the D-type? If it is only two or three, your problem could be reduced considerably by simply taking a pair of wirecutters to it. You are not going to need the D connector anyway. Then all you need is a multimeter (or failing that a 12v bulb) to test the individual wires to check which one is giving you the 12v out. I don't know exactly what you want to connect it to. Remember that the Amiga itself requires more than just a 12v supply.

NEW VISTAS

From E J Hollingsworth, Middlesex



***Vista* can save out landscape files in TurboSilver format. TurboSilver files can be used as *Imagine* objects.**

Readers who have been enjoying the *Imagine* Coverdisk program on Issue 53 will, I'm sure, be interested to know that the *Vista* program (found on Issue 33's Coverdisk) is able to save landscapes as *Imagine* objects.

So vista.dem real-life landscapes or any fractally-generated ones can be loaded into *Imagine*. This can be done by choosing the Save Landscape option in the project menu of *Vista* and selecting TurboSilver as the save format.

That is very true. Thanks for pointing it out. Readers should also be aware that many *Imagine* objects exist in the Public Domain and are often found in PD libraries or BBSs.

To the point...

Q In your explanation of RAM you say that Static RAM does not lose its contents when the machine is turned off. Isn't this Non Volatile RAM? I am confused.

A Perhaps the explanation wasn't clear enough. Static RAM cards such as PCMCIA devices, usually contain a battery which can sustain the low power requirements of SRAM chips (they do not need a refresh signal). These devices retain their contents when power is disconnected, and hence can be used as RAM disk devices as well as pure memory expansions. You are quite right that Static RAM, on its own, will not retain information. Sorry for the confusion.

Q Can I use PC CD-ROM drives with a CDTV or other CD device attached to my Amiga?

A Yes, and you don't even need CrossDos. The ISO9660 standard means that all CD-ROMs are in the same format This does not mean that you will be able to run PC applications (unless you have an emulator as well) but it does mean you can use PC text and picture files.

Q If I write-protect my disks can I still get a virus?

A If your disk is completely free of viruses and you write-protect it, there is no way that a virus can transfer itself on to that disk. If there is already a virus on the disk though, it may still be able to infect other disks or even your hard drive. Run a virus checker all the time when using Workbench and make sure that you check all new disks thoroughly.

Q Can my modem be altered to send faxes?

A Not without some severe re-wiring. Although machines and modems transmit data via the same method, faxes conform to a set of standards which includes different protocols for encoding the data and transmitting it securely. This requires special chips, which are included in fax/modems. There are several different makes of fax/modem, check out the adverts in this issue.

Q Which English town is furthest from the sea?

A Haven't a clue...Did you know that the first time the Stones played "2000 Light Years From Home" live since they recorded it was on their recent Steel Wheels/Urban Jungle tour?

CRASH CRISIS

From: W Winton, Ross-shire, Scotland

I have an A500 with 1Mb of memory which I use mainly for Desktop Publishing. My problem started about two weeks ago, when, in the middle of using *Pagesetter*, my machine crashed.

After resetting I kept getting read/write errors on the disk, so I made another copy from the original. This also failed to work and, being suspicious, I ran them through a virus checker and discovered a dormant version of *Lamer Terminator* on the bootblocks. I removed this but the disks still don't work, they kept coming up with "Bad Sector – try another disk". Everything else works OK, but I have noticed a slight difference in the clicking sound the drive makes. Every second click sounds all right, but the ones in between don't sound healthy. Is my drive suspect?

Being hit by a virus isn't a pleasant experience, but it is quite tricky to discern exactly where your problem lies. If your machine crashed while accessing the drive, you could have damaged both the drive and the disk. This won't happen with a software error or a guru message (because the system will close down all disk activity before crashing), but may happen if the Amiga completely reset without giving you any warning.

This is likely to damage the disk by screwing up the data, or if you are particularly unlucky, by

A PLEASANT EXPERIENCE

From: C R Humphreys, Catterick, N Yorks

My wife and I and our children all feel very let down by Commodore, because after selling our much loved A500 we bought a CDTV. Now we feel Commodore have abandoned us. Can you please answer the following questions.

1) Are Commodore going to do anything to help out CDTV owners in the way of upgrade offers, so CDTV users can catch up with everybody else.

The CDTV was a bit of a flop, but that is often the case with ground-breaking technology. Fortunately, it is not completely useless. However, here are the answers to your questions:

1) I doubt if Commodore will do anything in the way of CDTV upgrade offers. At one time, some dealers did do trade in offers, but these are long gone now. Now most of the dealers are trying desperately to get rid of any CDTV stock they have left.

You are better off keeping it, unless you want to place an advertisment in your local paper and try to sell it on to someone who wants to use it as a CD-ROM drive for their existing Amiga setup.



CDTV: once ahead of its time, it was only a question of time before it became behind the times.

2) Are there any Fast RAM upgrades available for the CDTV?

There are RAM upgrades available. Calculus stores certainly used to do them. Check by calling them on 0543 251275.

3) Are there any memory cards which fit in the front of the CDTV?

The original PCMCIA standard (rev 1) is no longer supported by any developers. It was planned to take small Flash RAM cards to hold preferences data or saved game information, but nobody ever produced any to this standard. In short, no.

4) Can we fit a hard drive to our CDTV?

Yes you can. The internal circuitry of the CDTV is very much like the A500 and is capable of supporting a hard-drive. Again, Calculus should be able to help you here.

5) How can we make our CDTV faster and better and generally more impressive?

Have it gold plated and stick it on the back of a CBR Fireblade.

6) Where does David Pleasance live? My family and I would like to go round and make him eat our CDTV.

6) He lives at... no, perhaps not. Violence is never the answer. Why don't you make up some T-shirts that say "We don't like David" instead.

causing a head crash (when the drive head actually touches the disk surface instead of skimming over the top of it) which usually results in permanent physical damage to the disk – it will never work properly again.

The fact that you had a virus on the disk could be coincidental or it could have been the virus which caused the crash, but that virus could not have harmed your drive in any direct fashion. A head crash could have pushed it slightly out of alignment, but if your software is running OK, I wouldn't worry about it.

FOR TWO PINS...

From: Darren Smith, Potters Bar, Hertfordshire

Is it possible to buy spare pins for a Star FR-10 9-pin printer and if so, how much are they and where can I get them? As you can see, the quality is very poor with two of the pins missing.



It is always sad when you lose a few pins. The real solution is to replace the print head.

There probably is a way of just replacing two of the pins on the printhead, but it isn't really worth it. A much better idea would be to replace the entire print head. You should be able to get hold of one from the people who normally supply your ribbons, or failing that, call Star on 0494 471111.

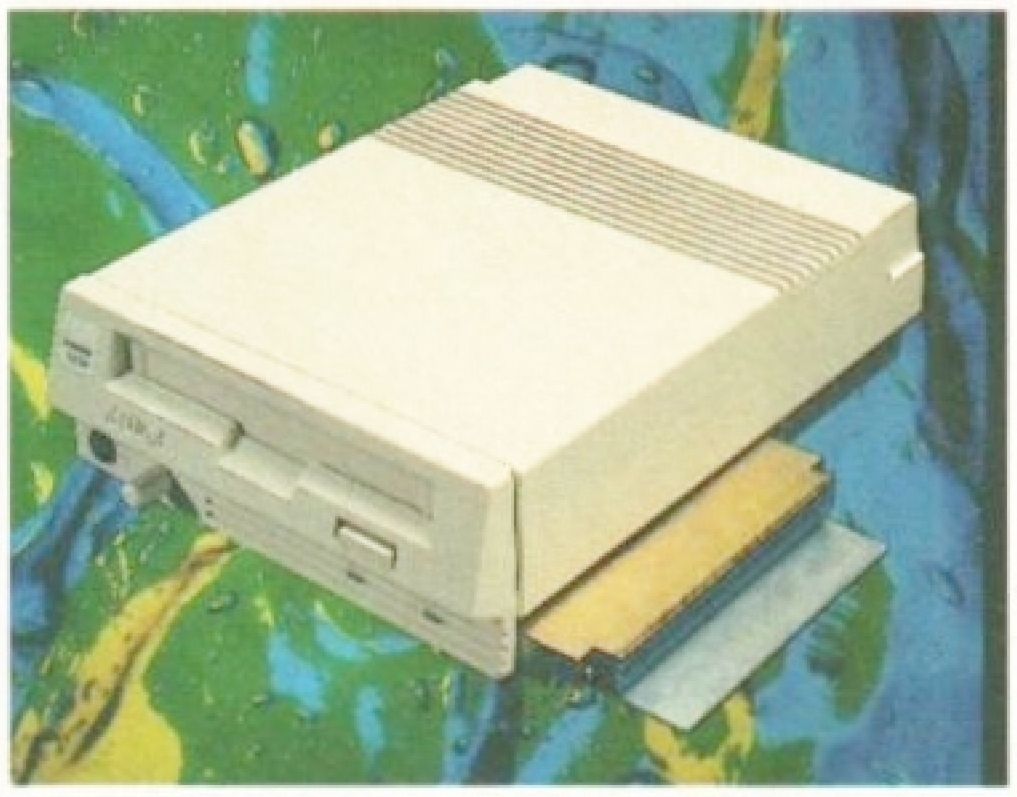
A570 WITHOUT 1MB

From: F Huggins, Essex

I have just purchased an A570 CD-ROM drive for use with my A500. It seems to work quite well in spite of the fact that I am sure I read somewhere that you need 1Mb of Chip RAM for it to function correctly.

I have only a half meg Chip RAM machine, with a 2.5Mb RAM expansion in the trapdoor slot.

The only disc I have which doesn't work is *Sim City*, which I understand does require a full megabyte of Chip RAM. How do I go about upgrading?



It's not the Chip RAM, but the Agnus chip, in your machine that counts when you install an A570 CD-ROM drive.

The CD-ROM drive does require a 1Mb Agnus chip, the 8372, in order to access the drive properly. It doesn't actually matter, for a large number of titles, whether you actually have 1Mb of Chip RAM installed or not, it is just the Agnus that is needed.

Many A500s did have the ECS version of Agnus installed and it is possible to upgrade your machine to have a full 1Mb of Chip RAM. This would mean using an extra 0.5Mb in the trapdoor slot. If this is where your 2.5Mb RAM expansion is, you may not be able to use it. The actual modifications required vary depending on exactly which revision of the A500 you have, and there simply isn't space here to cover all the options.

Possibly the easiest way to upgrade is using the Megachip2 from Power computing, reviewed elsewhere in this very issue.

MUSIC MATTERS

From: Tom Pangbourne, Hastings, East Sussex

Excellent. I must say that the new look *Format* is really cool. It really is a step forward. With such an excellent looking magazine, you must be able to answer my questions.

Is there a midi compatible real-time music program for the A500 that shows the notes in a conventional format (minims, crotchets and so on)? What is it and where can I get it?

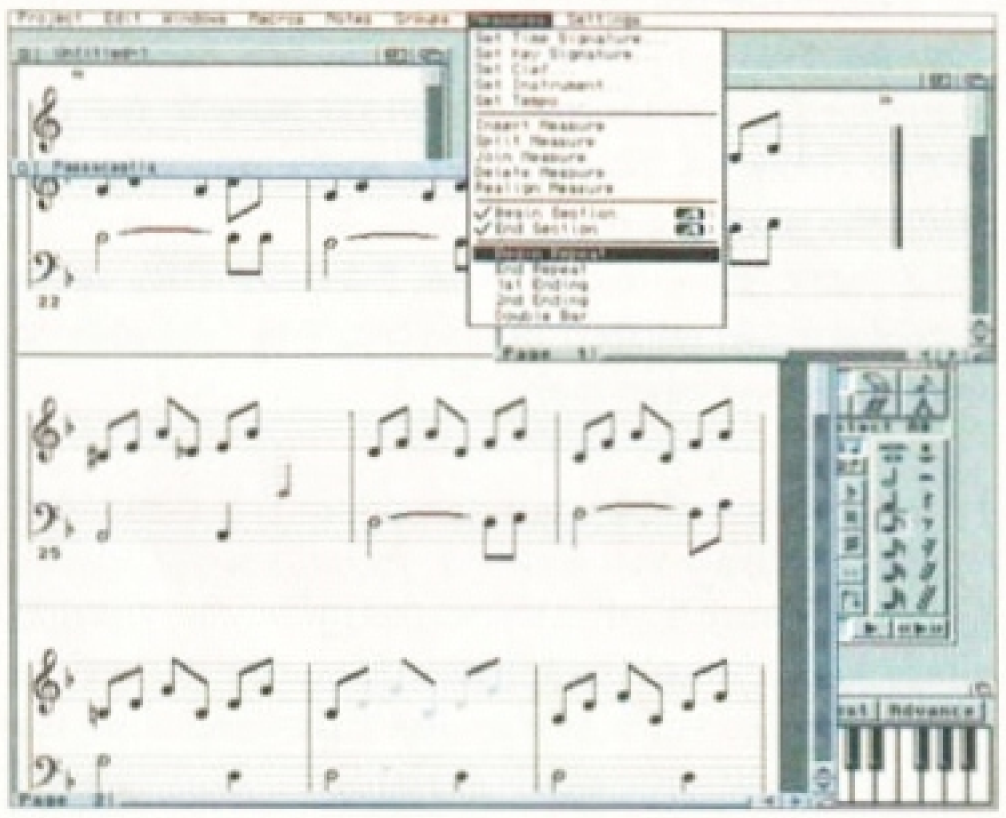
How much would an 80Mb IDE drive cost and how much room would I have left on it after installing Workbench 3, *Final Copy II* and *Monkey Island II*? Is there any software which will convert Apple Mac system 6.2 to the Amiga and vice-versa?

Deluxe Music Construction Set 2 is the answer to your prayers. It was reviewed in Issue 51 and can be obtained from Electronic Arts for the more than reasonable price of £89.99. Give them a call on 0753 546465.

You may find it rather difficult to obtain an 80Mb IDE device, there is a bit of a shortage at the moment. You could get a 120Mb drive for around £250 if you look around. This would leave you with around 100Mb after installing all the programs you mentioned.

If you are talking about file transfer, it is best to use PC disks and *CrossDos* on the Amiga and Apple File Exchange on the Macintosh.

Thanks for your kind words about the redesign, but art ed Sue prefers chocolate.



***Deluxe Music* gives you proper notation for that authentic feel to your compositions.**

UNSURE

From: Ben Dyer, Lubenham, Leicestershire

There are a few things I am not sure about and I would be very grateful if you could answer the following questions:

1) When I was playing *Lemmings – The Tribes* on my friend's A1200 I noticed that when it was loading it said "Extra RAM". Does this mean that more is added to *Lemmings* on a 2Mb computer?

2) I've heard that you can play ordinary A500 games on an A1200 if you can slow the machine down. Is this true and how do you do it?

3) If I had a GVP A530 on my A500 would I be able to play A1200 games?

4) Is it worth getting a CD ROM drive for my Amiga 500. Silica are selling them at £99.

To take your questions in sequence:

1) It doesn't mean that there is anything in the game that you only get to see on a 2Mb machine. Many games notice when the RAM capacity of the machine is larger than normal, and they use this extra space to store more of the game in the computer's memory. Therefore, when you are playing the game you don't have to swap disks or wait for things to load quite so often. Some games do have extra sound effects or animation sequences which are only used with extra memory.

2) Not all A500 games are incompatible with

Continued overleaf

IMAGINE QUERIES

To all the people that have been writing in with queries relating to *Imagine*, here are the answers:

Q. How do I install *Imagine* on my hard drive?

A. The simple way to install *Imagine* on a hard drive is to prepare a drawer on the hard disk (using the New Drawer option, or copying and renaming the Empty drawer) called Imagine. Then insert the *Imagine* disk in your drive and open the CLI.

Now type:

```
copy Imagine2.0:#? dh0:imagine ALL
```

and press Return.

All the *Imagine* files will now be installed and you can simply click on the icon to run *Imagine*. You can copy over all the demo textures and objects in the same way by placing that disk in the drive and typing:

```
copy df0:#? dh0:imagine ALL
```

This may take some time, but it will copy all of the files required.

Q. I am getting old waiting for my *Imagine* images to appear and I don't think that I will live long enough to ever see another Quickrender on my machine. How on earth do I get *Imagine* to render faster?

A. You need an accelerator card for your Amiga, some extra RAM or a maths co-processor. If you get a 68881 or 68882 FPU chip for your Amiga, be sure to send away for the FPU version.

Q. I can't seem to edit the preferences. What is going wrong?

A. You are probably not reading the correct file. Try booting up from Workbench and then entering the following command in the CLI:

```
ed Imagine2.0:Imagine.config
```

This should bring up the configuration file for you to edit. Just press escape and then X and return when you have finished to save the file..

the A1200. Old games don't stand a chance of working, but anything released in the last 18 months is likely to work OK. Some compatibility problems can be solved with Public Domain utilities such as *Degrader*, or simply by using the boot menu on the A1200 (hold down both mouse buttons when booting up).

3) No. The A530 is a hard drive and accelerator which actually makes the A500 much faster than an A1200. It does not give it the AGA chipset, though, which is what enables the A1200 to display lots of colours at once.

4) Well, it is certainly worth getting if you want a CD ROM drive. If you think that you are going to be able to play CD^{32} games with it though, you are sadly mistaken. You will be able to use CDTV games though. Remember that your A500 must have a 1Mb Agnus chip to run the A570 drive.

BIGGER, BETTER...

From: Mark Dean, Norwich, Norfolk.

Could you please give me a little advice. I want to upgrade my Amiga 1200 to give it a bit more memory and maybe make it run a bit faster. I don't have too much money to spend though.

I have thought about the Blizzard 1200. Would this do what I want? What is the difference between the accelerator and RAM boards for the A1200. They all claim to add extra memory and make the machine run faster.

I have also acquired a 2.5-inch IDE drive (120Mb) from an IBM computer. Will I be able to use this on my machine?

To begin with, any expansion that adds Fast RAM to your machine will result in an increase of speed. This is because Fast RAM is, surprisingly enough, much faster than Chip RAM. Memory is used to buffer devices such as the disk drive and also for storing environmental variables. The speed increase can be quite dramatic.

Most RAM expansions also give you the option of adding a maths co-processor. This chip, which is also known as an FPU, will speed up mathematical calculations performed by the Amiga. This means that some software (such as *Imagine* or *Vista*) will run four or five times faster than on a standard Amiga 1200.

Accelerators make the machine faster by substituting your 68020 CPU chip with another one, usually a 68030. This means that nearly all operations are several times faster (it depends on exactly what speed of accelerator you get). It is unusual for an accelerator card not to have provision for extra RAM as well. Accelerator cards tend to be much more expensive though. If you are on a limited budget the Blizzard card or the Power Computing PC1208 board will certainly add extra memory and speed up your machine.

Your IDE drive should work on the A1200. You will need a 40-way miniature IDC connector to hook it up and a four-way connector for the power. The connections are quite clearly labelled on the circuit board. If the drive came out of a PC, the cables from that are probably exactly the ones you require.

That's about it for another month. I'm sure you've all had lots of problems over Christmas, so jot them down on the back of a napkin and send them to me (oh and if you've got any mince pies going spare you could bung them in a jiffy bag too). Looking forward to hearing from you in the new year.

In depth explanation PRINTERS





Because there are so many printers on the market, choosing the right one is not an easy task. But before you buy, it's important to work out exactly what you need it for and which is the best machine available in your price range.

1 Printers can connect to either the serial port or the parallel port of the Amiga. Most printers use the parallel port as this provides a better speed for data transfer. Serial printers are only more useful when the printer must be positioned a long way away from the Amiga.

2 The most popular type of printer is a dot matrix. This works by striking an inked ribbon with an array of metal pins. The pins are raised or lowered to output individual dots on the page.

3 Dot matrix printers are very fast, delivering speeds of around 200 characters per second in draft mode. Unfortunately, the results can also look quite bad as the individual dots can be seen quite clearly.

4 To overcome this problem, dot matrix printers can micro space lines and pass over them twice. This gives a less pixelated effect, but takes much longer.

5 Another way of improving the quality of a dot matrix printer is to give it more pins. The standard dot matrix has 9 pins, but there are many 24-pin models on the market now.

6 In order for a printer to function correctly it must have the correct printer driver installed. The printer driver translates the instructions from the software application into specific instructions which the printer understands.

7 Many printers will emulate a common standard, and so can use a non-specific driver (e.g. the EpsonX driver). This is useful to get the printer to work in the first place, but a specific driver is required to get the best results.

8 Sometimes the Workbench printer driver is not good enough to really push the printer to its limits. There are a number of print enhancement programs available to replace the Workbench system. Issue 51 had *TurboPrint* on the coverdisk.

9 Black and white printers generate shades of grey by using dither patterns – groups of black dots that give the impression of a shade. Dithering can be adjusted from the preference settings to suit the type of printer you are using and the type of picture you are printing out.

10 Laser printers work by charging a drum with static electricity and using this charge to attract carbon particles. These are then heated to help them bond to the paper. Because of the accuracy of this method, a greater resolution can be obtained on the paper. All laser printers can manage a resolution of 300 dots per inch, and some can even output at 1200 dpi.

11 Bubblejet printers use liquid ink which is forced out through jets on to the paper. The bubblejet engine is a lot cheaper to produce than a laser printer, but can give a similar and in some case better resolution on the paper (360 dpi). Early bubblejet printers had trouble printing on some types of paper, because the ink didn't dry fast enough. This problem has been largely solved, but bubblejets still don't produce dots as precise and regular as a laser printer.

12 Many printers have colour options available. In the case of a dot matrix printer, this consists of a four coloured ribbon. Printing in this way is quite slow because multiple passes must be made. The results can be quite acceptable, but the ribbons do not last very long.

13 Colour laser printers are very expensive indeed. Colour bubblejets are affordable (around £600) and can be quite cheap to maintain. See the review of the Canon BJ600C in Issue 53.

14 The alternative colour printers are dye sublimation or thermal transfer types. These transfer colour ink directly from solid sheets and can produce quite startling results. Unfortunately, although they are usually much cheaper than colour laser printers, they also cost a lot to run. Each page printed could cost up to a pound to print.

15 Other devices, such as samplers, often need to use the parallel port. In order to avoid having to keep swapping cables between your sampler and your printer, you can buy a printer switch, which effectively chooses between the two devices.

TO ORDER YOUR COPY OF BLITZ 2, TURN TO p172.

HAPPY NEW YEAR BLITZ USERS!



It's been a lot of fun, not to mention bloody hard work releasing *Blitz Basic 2* in the UK. So much so that the linker, and new editor have been somewhat delayed, but they're coming! Also round the mountain (and across the sea) are some awesome 3D graphics and better debugging tools for our faithful users.

As for games, well we'll just have to wait and see. Don't forget that there are two Amiga 4000s up for grabs, not to mention some 20 Tamiya RC cars in our *Blitz Basic 2* and *Skidmarks* competitions.

If things go well in the next few months I think we might have to up the stakes and start thinking about giving away bigger and better prizes: sound systems for the musicians, maybe a Screamer or two for ray-tracers, and more Amiga 4000s for the programmers. Not a problem...

Anyway, I've got an office full of *Blitz Basic 2* packages and I want them out of here, so if you're still tinkering with *AF*52's Coverdisk version and all those programs you wrote on the C64 now look possible on the Amiga then the time is now!

The PD revolution is underway, Coverdisks on Amiga magazines over the last few months are proof. In 1994 we are talking about some major mayhem, your chances for fame and fortune are better than ever. If you need a New Year's resolution, join the PD revolution!

ACID SOFTWARE

This message was brought to you by Acid, mind-expanding software that cares...

BLITZ COMPO

Due to the interest in the *Amiga Format Blitz Basic* programming competition and because we will be printing more commands that will be of use to you in next month's *AF*, we have put back the entry deadline to February 28, 1994.

Just to recap: to enter the *Blitz Basic* Competition and stand a chance an A4000/030, you must write a game, or any other program in *Blitz Basic 2*. Use the version on the Coverdisk of *AF*52, or the full version if you've got it.

What we're looking for in the winning game is playability. It doesn't matter how simple it is, if your game plays well, it could win. So, refer to our regular Blitz tutorials and get programming. The winning game (or a demo), will be included on an *AF* Coverdisk (if it's good enough!)

Send your entries by February 28 , on a 3.5 inch AmigaDOS disk to: *Blitz Basic* Competition, Amiga Format, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Usual rules apply.



INTRODUCTION TO WORKBENCH

In the first of a series of Workbench tutorials, Pat McDonald tells you how to find your way around the Workbench in a step-by-step guide. NEXT MONTH Pat will cover simple disk operations such as copying and deleting files and formatting disks. Take it away Mr McDonald...

WORKBENCH IS A system which gives you control over various Amiga functions in as simple a way as possible. It doesn't demand a lot of knowledge to use Workbench, and many people swear they learned more about it by experimenting than from studying the written words. But, assuming you want to understand your Amiga a little better, here goes.

You control Workbench by using a system known as WIMP, which stands for Windows, Icons, Menus and Pointer. You use the mouse to move the pointer around the screen, and the mouse buttons to click on your selections.

One common point of confusion is, 'Why have two mouse buttons?' Well, the left one is used most commonly to click on windows and icons. The right button is used to select from overhead menus – the menu names don't appear until the right button is pressed and held down.

WIMP systems such as Workbench came into fashion for personal computers about 10 years ago. Up to that point, the only way for most people to use their computers was with a keyboard. Commands had to be meticulously typed, line by line, which is fine if you can type fast, but for a lot of people new to computers it was offputting.

If you have not already done so, turn on your Amiga and insert a copy of your Workbench floppy disk. Only use the original copy to make working copies. Getting a replacement Workbench disk is very difficult, so you should duplicate it a couple of times and only use the copies. Keep the original safe!

After about a minute or so, the Workbench screen will appear, showing the Workbench disk and the RAM (Random Access Memory) disk. Move the pointer to either icon and double click (click the left button twice rapidly) and a window showing the contents of the disk will open. Note that there is apparently nothing in the RAM disk, but quite a lot of stuff on the Workbench disk.

A quick word about the RAM disk. This looks like a normal disk to Workbench, but everything in the RAM disk will be forgotten when the Amiga is turned off. It's a useful 'half-way house' when you want to keep a file handy, but you don't want it permanently.

The windows showing the contents of the RAM and Workbench disks have different action areas or gadgets as they are called on the Amiga. These are areas that will react in some way when clicked on. To make an icon within a window do something, you must click twice rapidly – an activity called double clicking. Do all the clicking with the left mouse button, the right button is for displaying the menus.

Click on an icon within the Workbench window, and hold down the left mouse button. Move the pointer on to the RAM disk, and let go of the button. The mouse pointer will change to a clock (to show that the Amiga is busy with a job) and the floppy light will glow as the Amiga copies the file from floppy disk into RAM. Eventually, you will see what you clicked on appear in the RAM disk window. This method of moving an icon around is called clicking and dragging.

Once you've got got the hang of clicking and dragging, try taking a look at the Workbench menus. Just press and hold down the right mouse button, and move the pointer to the top of the screen. By moving the pointer across the menu titles, you'll get the menus to appear. Move the pointer down to the item you want to select, and let go of the right button.

As far as basic operations go, you're now ready to start using Workbench. Told you it was easy. Anyway, take a look at the following three pages to see exactly what you can do with the Workbench.

Continued overleaf ☛

WHICH WORKBENCH?

This tutorial is for Workbench 3, as found on the A1200 and A4000. If you have an A600 with Workbench 2, most of the information is still relevant.

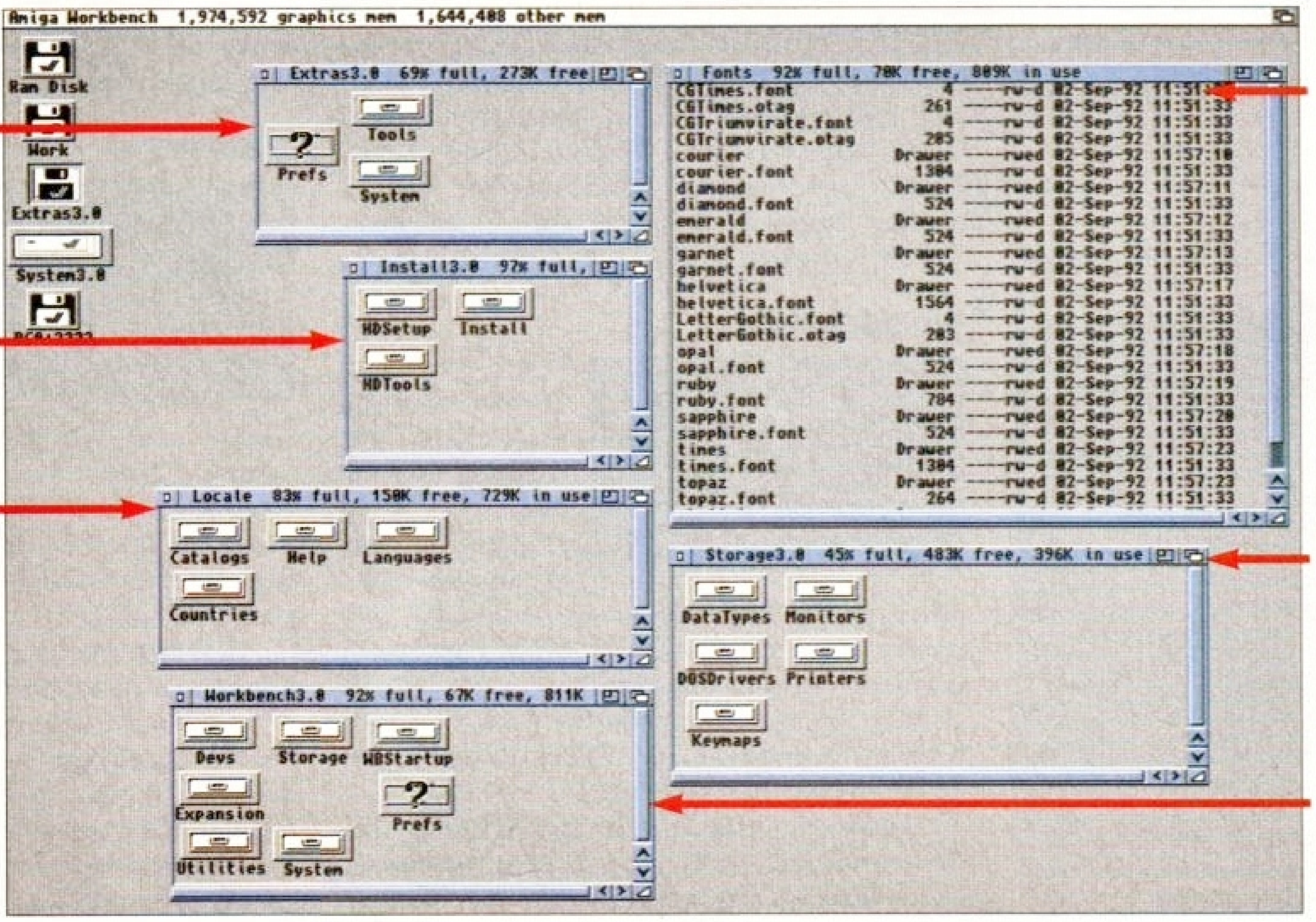
If, you are using Workbench 1.3 or earlier, then you will notice fairly significant differences. If you have an early version of Workbench, we would suggest that the time to upgrade has probably arrived.

FINDING YOUR WAY AROUND THE DISKS

Extras is where some of the tools that you'll need to control your Amiga are stored.

The installdisk contains the tools necessary to install Workbench on your hard disk. You only get this disk if you buy an Amiga with a hard disk installed.

Locale contains the programs and the data which determine the nationality of your Amiga, so it knows what language to reply in and what keyboard layout you have.

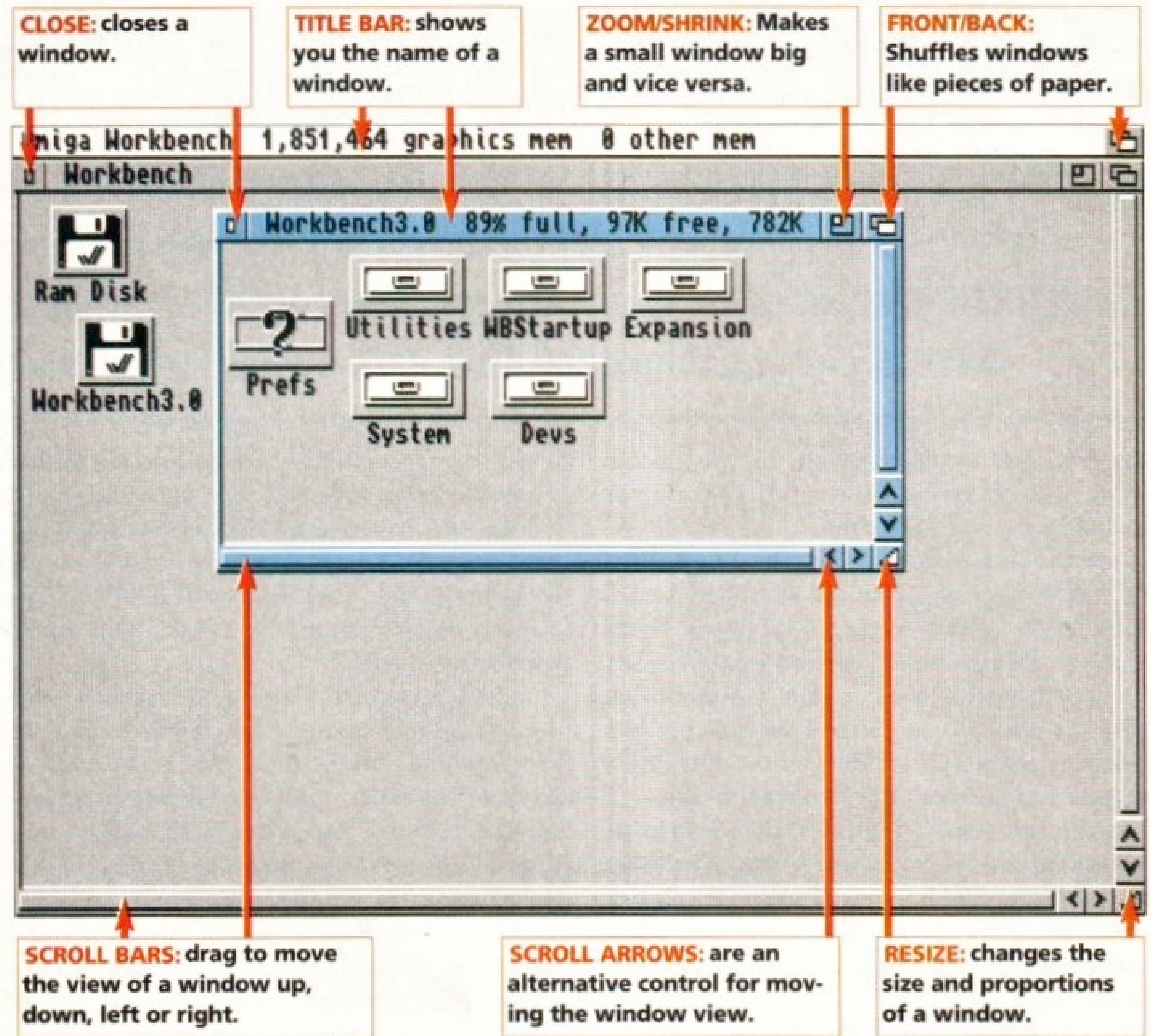


Use the Workbench fonts to choose a typeface for your icons, menus and screen text display. You can easily add more fonts to your Workbench selection.

This is where things like monitor, keyboard and printer drivers are stored. Look here if you can't find the printer driver you need.

The Workbench disk is the heart of your Amiga. It contains all the programs that make it the easy-to-use beast it is.

A QUICK LOOK AT GADGETS



THOSE MENUS IN FULL

WORKBENCH



These are general menu options that you don't use very often, although some can be useful.

BACKDROP: normally, Workbench displays itself on a window. If you want to use every scrap of screen area, select this option to get rid of the window edges and leave a blank screen with the memory display at the top.

EXECUTE COMMAND: rather than fiddling around finding the Shell to type commands into, you can use this to execute one Shell command.

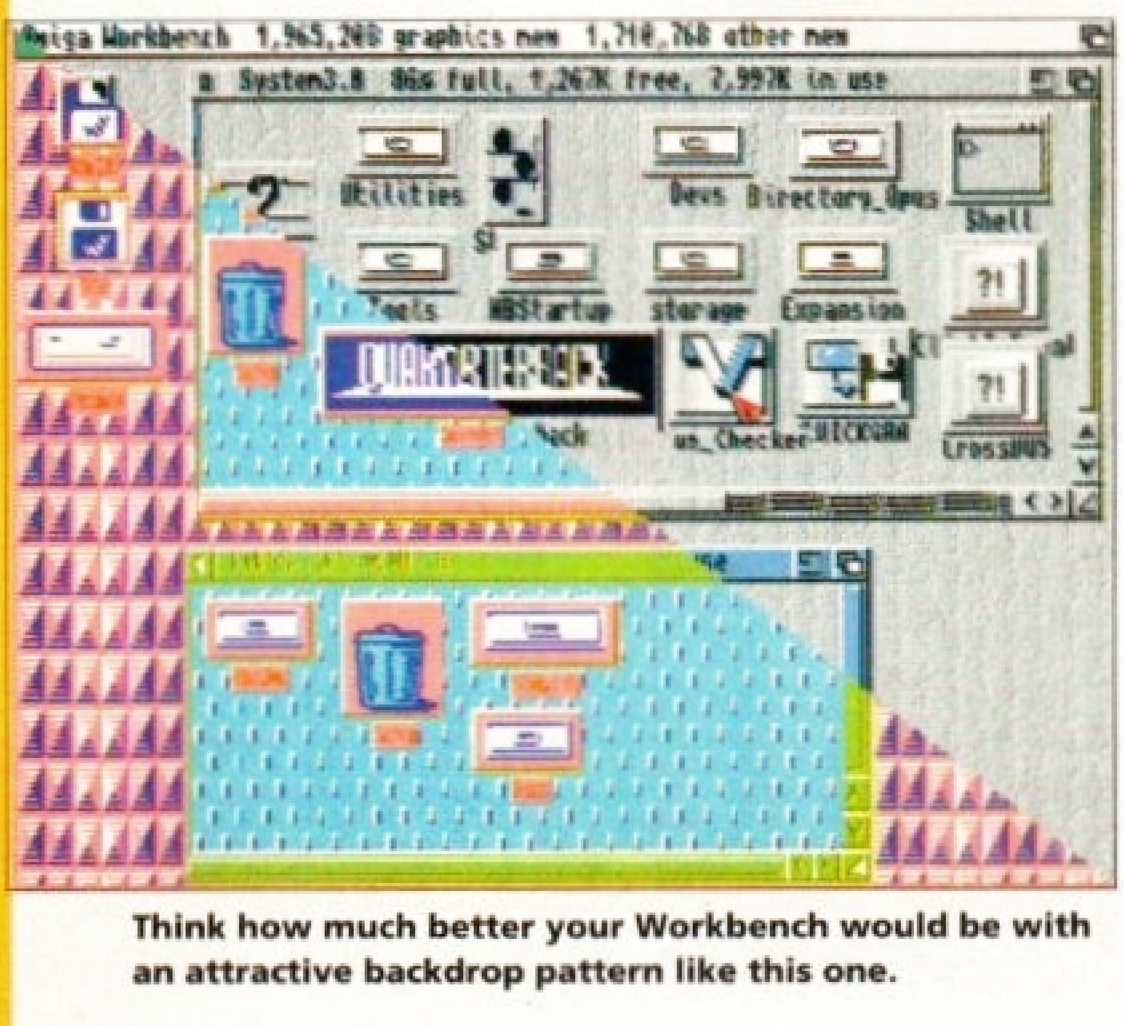
REDRAW ALL: if part of a window has been corrupted – rare but possible – this option comes into its own. it redraws all open windows and associated icons from scratch.

SETTING YOUR PREFERENCES

The way that Workbench looks and behaves can be altered quite a lot, by double clicking on the relevant Preference editor icon. They all do different jobs, although a few are inter-related to each other. All of these editors let you save the settings you have chosen. Once saved to disk, the next time you boot Workbench from that disk, your chosen settings will be used. If you want to try the setting, click on Use.

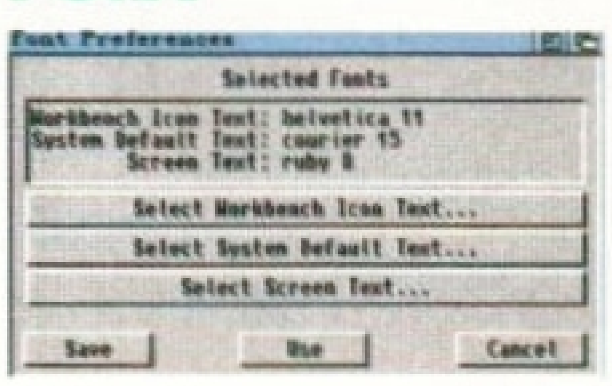
What's that Presets drawer for then? Quite often, you find an Amiga program that likes a certain preference setting – for instance, one that demands that the standard Topaz 8 font is used on Workbench. If you are used to seeing a different font on Workbench, this sort of Preference clash can cause problems.

Hence the Presets drawer. All the Preference editors (except Time) can save certain setups into the Presets drawer. To select a given set of Preferences, all you do is click on the relevant Preset icon with Create Icons enabled – it's in the editors Edit menu of nearly all the editors. This saves a lot of messing about if you want different sets of Preferences.



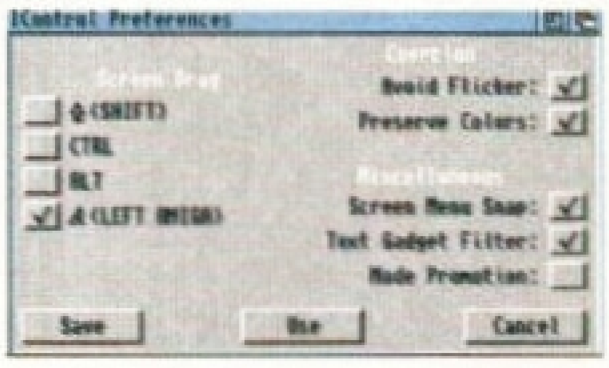
Think how much better your Workbench would be with an attractive backdrop pattern like this one.

FONT



Fonts enables you to chose a typeface style for three areas of Workbench. Workbench Icon Text is how names of icons are printed. System Default Text is used by most Workbench 2 or higher programs, as well as by Workbench itself when viewing windows by Name. This is one that often causes problems with older software. Finally, Screen Text is used for all title bars, most requesters, and menus. Expect to change disks (Workbench for Fonts) if you are using a floppy based system – the Amiga will tell you when.

ICONTROL



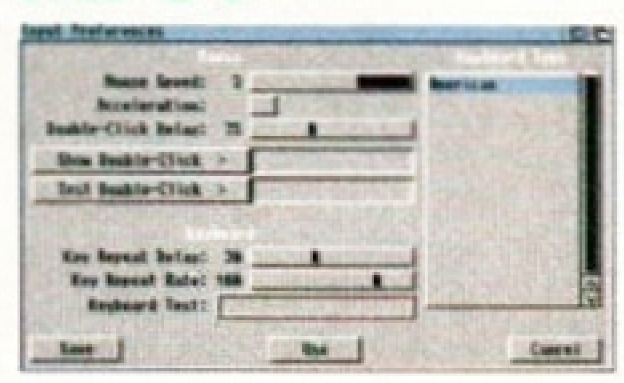
Your Amiga is capable of doing more than one thing at a time – it can run different programs or tasks at the same time. This is called multitasking, and the easiest program to show how it works is *Deluxe Paint* which practically all Amiga owners have a copy of. By clicking top right (Front/Back) you can shuffle between Workbench and *Deluxe Paint*, or any other programs that multitask.

Anyway, by holding down the left Amiga key (left of the space bar) you can drag Workbench up or down, to reveal any programs behind. You can also do this by clicking on the title bar of Workbench, but some people prefer to work by using the keyboard.

Coercion is only used if you are using Productivity or Interlaced graphics modes on one program, but not on another. If you try and mix non-interlaced with interlaced or Productivity screens, everything flickers. Click the Coercion options on to reduce (but not completely eliminate) this problem.

Screen Menu Snap is used on overscan screens, so that the menus are always brought down into view when the right mouse button is clicked. The Text Filter (which is usually on) prevents you from typing control characters into your Amiga by holding down the control key and hitting letters of the alphabet.

INPUT



This is used to select mouse and keyboard settings. Please note that the list of keyboards displayed here will not appear until you have dragged the relevant keymaps from the Storage disk into the Devs/Keymaps drawer – that is, the Keymaps drawer in the Devs drawer on your Workbench disk. It's only worth bothering to copy the ones you will be using.

Although changing the mouse settings is quite a novelty at first, most people find the standard settings fine for most purposes. The biggest problem for beginners is usually the double-click delay. If you want to speed up the mouse movement, click on acceleration. This means you won't have so much fine control, but it will enable you to use your mouse in less desk space.

UPDATE ALL: this goes one better than Redraw All. Update looks at the disk to see if any window contents should be altered. Do an Update and then Redraw if you have copied a file using Shell, because this bypass the normal screen update.

LAST MESSAGE: The top bar occasionally has messages flashed on to it, especially error messages. If missed it, this option will bring it back up again.

ABOUT: Gives details about Workbench versions, like the fact that it belongs to Commodore.

QUIT: Quits Workbench. Pointless to most people.

TOOLS



This menu appears to do nothing at all. In fact, it's there for programs to put themselves into the list. The sad reality is that most programs don't bother. A shame – it would be nice to select any program you want from a menu.

RESET WORKBENCH: this option clears down Workbench to its starting conditions in the eventuality of everything going horribly wrong. This saves you having to reset your Amiga and reload Workbench. (You reset the Amiga by pressing CTRL and holding down the two keys either side of the space bar). If you have done some serious messing around, a keyboard reset is often necessary anyway. Try this first though, it could save you time and considerable bother.

ICONS



In order to select anything from the Icons menu, you must first select an icon or two to work on. Clicking once on an icon will select it. The border around the icon will change, and in most cases so will the shape of the icon (drawers spring open, for instance). Some choices only work with certain kinds of icon.

OPEN: this performs exactly the same function as double clicking on an icon.

COPY: this is usually used for copying disks. Just select a disk icon (choose this from the menu) and your Amiga will make a copy of the disk, prompting you for a blank disk when necessary. The words "copy of" will be added to the name of the icon.

RENAME: used for taking the words "copy of" off the beginning of disk names, and for calling icons whatever you want them to be called. It is good Amiga practice never to put spaces in the name of an icon.

INFORMATION: very useful option this. It tells you the type of icon, its size in bytes (think of a byte as a character of text), whether or not it's readable, writable, editable and deletable, and also enables you add tool types to tool icons and default tools to project icons.

SNAPSHOT: fixes the position of an icon in a window and saves the information to the disk.

UNSNAPSHOT: forgets the position of an icon in a window. It's easy to lose track of an icon with this, but it usually turns up if you select Clean Up from the Window menu.

LEAVE OUT: instead of digging through disks and drawers to find an icon, you can leave it out on the Workbench screen, then use this option to stamp it there. When the disk containing the icon is detected by Workbench, it will display any left out icons as well as the disk icon. Saves information to the disk.

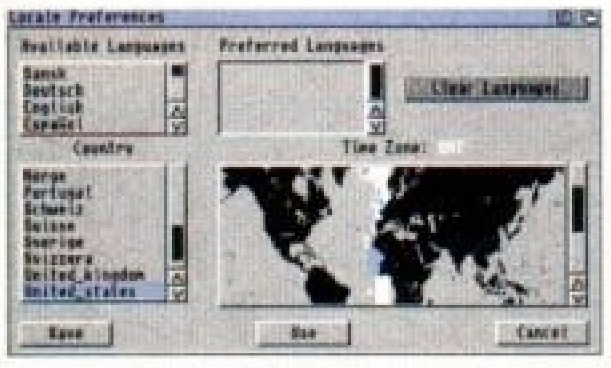
PUT AWAY: reverse of Leave out.

DELETE: obliterates a project, drawer or tool icon forever. Use with caution.

FORMAT: only works on disks. Disks must be formatted (blanked) before fresh information can be safely stored on them. Formatting erases all information from a disk, so use with extreme caution.

EMPTY TRASH: only works with trashcans. All files in the trashcan will be deleted unless they are protected in some way in which case an error code is displayed and the emptying process is stopped.

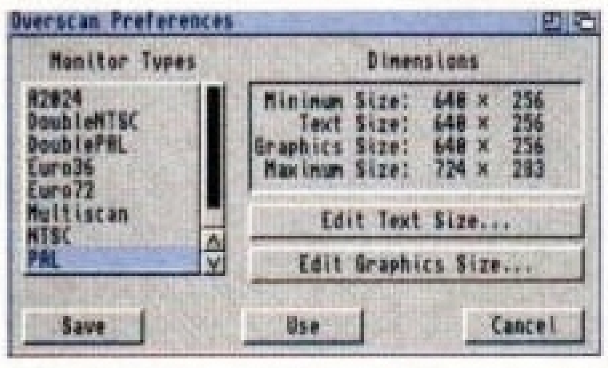
LOCALE



Used to select various language conventions, such as how a date is stored, whether to use a comma instead of a decimal point for money and other conventions that vary from country to country. As with keymaps, you need to drag files from your Storage disk to the Locale drawer in the Devs drawer of your Workbench disk.

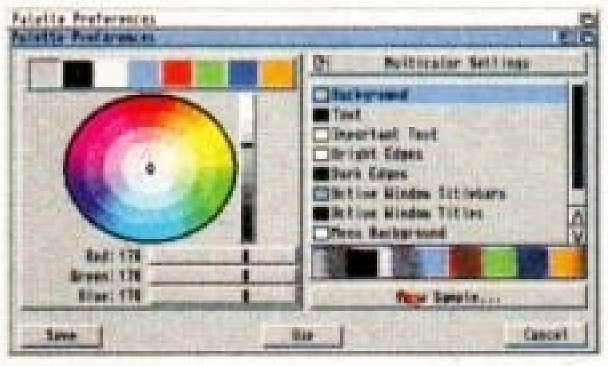
Note that minor differences between different national dialects (US English versus UK English) are handled, but needless to say there's a limit to the customisation. The Storage disk is only so big. Locale works on a national rather than language basis. Although Workbench doesn't use the Time Zone setting, some utility programs do.

OVERSCAN



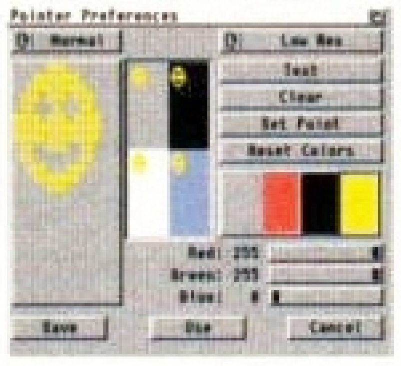
If some edges of your Workbench display are off the screen, or you have some blank unused areas that you want to use, the Overscan facility sets the borders used by Workbench. Click and drag the black boxes until the screen looks right. TVs and monitors take a while to warm up, so don't set this right away.

PALETTE



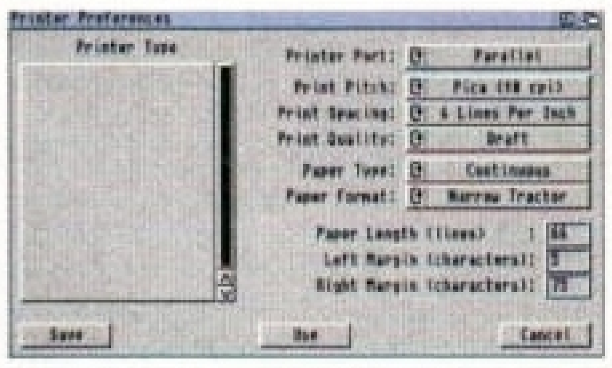
Workbench either uses four or eight colours, depending on Colour Settings. Click on the Cycle gadget to choose which you want. Click on a particular colour to change (for instance, background colour) and then either fiddle around with the RGB sliders or click on the colour wheel to select a particular colour.

POINTER



You can spend many happy hours messing around with this. Pointer is for changing the mouse pointer to whatever shape you want. Set Point is used for determining the active "target" spot for mouse clicks. Don't forget to click on Save if you come up with something good!

PRINTER



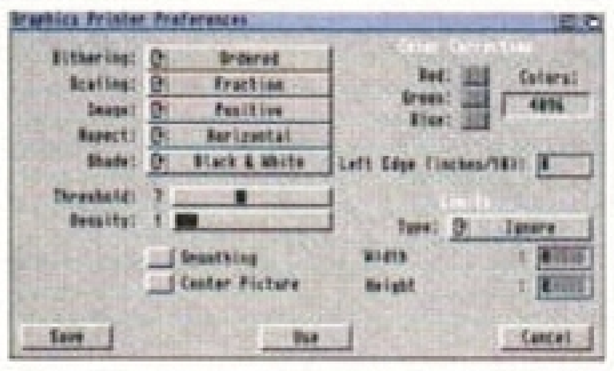
The number one problem for very many new Amiga users is that of getting a printer up and running. Despite the fact that Workbench 3 has fixed many of the problems, it still takes a lot of patience and trial and error to get a printer working just right. So be prepared to spend some time with this one.

As with Keymaps and Locales, you have to drag a file (a printer driver) from the printers drawer on the Storage disk to the Devs/Printers drawer on Workbench. The tricky question is, which one? They're all named after a certain standard, but standards vary tremendously in the world of computers.

A couple of general guidelines are that EpsonX works with most printers, although it will not produce as good a printout as a custom driver. NEC Pinwriter works on most 24-pin dot matrix printers. Apart from that, I regret it's down to trying them. Don't forget to delete duff printer driver files, otherwise your Workbench disk will fill up very quickly indeed.

Anyway, once you've sorted that problem out, you use this editor to change paper sizes and margins for printing out text. Note that some Amiga drivers have been known to support US paper sizes rather than UK ones, although this applies more to older versions of Workbench.

PRINTERGFX



This is used to select graphics printing options. Of course, your printer must be able to print graphics and have a suitable printer driver selected with Printer in order to make use of this editor. So if you were planning on printing lots of lovely graphics five minutes after opening the box, forget it. The two main options that are tricky to understand are Threshold and Dither. Threshold selects the satu-

Continued overleaf ☛

EXTENDED SELECTION

How do you select more than one icon at a time? There are two ways to do it. Either click and drag around a set of icons – the Amiga draws a rectangle around the area, and selects all items within it. This is fine when the two icons you want to select are together, but is a real pain otherwise.

The other way involves using the keyboard. If you have a picture file on a disk, try this. First, click once on the picture file icon, to select it. Next, press and hold either shift key on the keyboard. Finally, double click on the Multiview utility. Multiview loads and displays the picture.

THOSE MENUS IN FULL

WINDOW

Before you can use these options, you must first select a window to work on by clicking somewhere inside it. Most options are to do with tidying the display of windows, and so are only used occasionally.



NEW DRAWER: when you want to organise somewhere to put a collection of files, this makes a new drawer in a window, and asks you to name it.

OPEN PARENT: if a window is showing a drawer's contents, and you want to find out where the file is, use this. The Amiga gets confused if you have two drawers called the same name, so avoid doing this.

CLOSE: used to shut a window. Identical to clicking in the top left corner of a window.

UPDATE: Looks at what is in a drawer, and makes any necessary changes to the window display.

SELECT CONTENTS: if you want to select all the icons within a drawer, use this. It saves holding down Shift and clicking on every individual icon.

CLEAN UP: when a window looks all messed up, this option lines up all the icons into neat columns. The window shape should be adjusted first though.

SNAPSHOT: two options in one. Snapshot All locks the position of all icons in their current position. Snapshot Window records information about the current display – whether to show all the files or only the icons, and in which order form to show them (icons or text names). These changes are saved to disk.

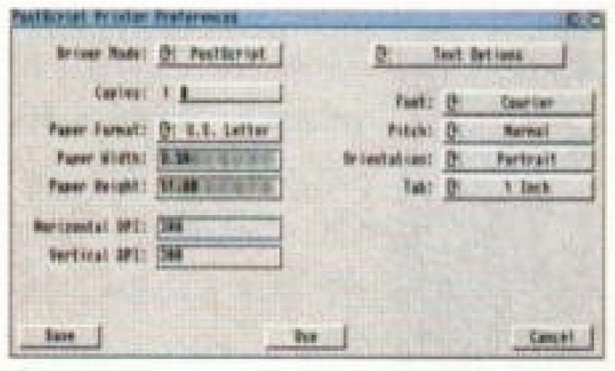
SHOW: two options again. Show Icons is the default, and only shows files which have an icon. On the Amiga, this is a file with the same name, but ending in ".info". Show All Files shows everything, whether it has an icon or not.

VIEW BY: There are four options on this. View By Icon is the default – this means windows have to be quite big, to show all the icons within them. View By Name gives an alphabetical listing of all the names. View By Date shows the files in the order in which they were put on to the disk (really useful if you have a real time clock fitted to your Amiga). View By Size shows the files in ascending order of volume.

ration level to print at – the darkest colour to print before leaving an area blank. Dither puts the dots of a graphics printout through a mathematical equation, which helps to blend blocky pixels. The other options are fairly easy to understand, it's the above two that have to be played with to get the best possible picture printout.

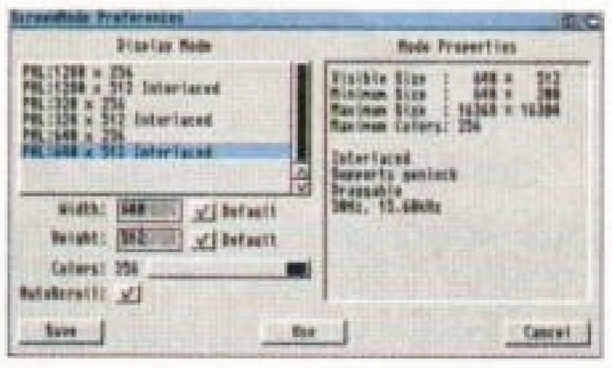
Two other points – leave dithering off if you are using DTP software, which mixes graphics and text. Leave it up to the DTP software to dither. Also, quite a few word processors and DTP programs use their own custom printer drivers, rather than the selected one in Devs/Printers.

PRINTERPS



This is used to select various options for use with PostScript laser printers. PrinterpS is only relevant if you've got a PostScript laser printer, in which case you will be able to print out wonderfully smooth text

SCREENMODE

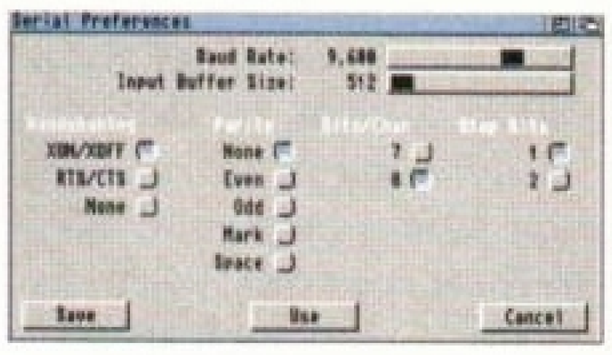


This controls the graphics resolution that Workbench uses. Although most people jump straight to maximum res, 256 colours, there are good reasons why you shouldn't do this. The biggest one is that it takes up lots of memory, and the other is that it slows down an AGA machine, such as a standard A1200, with only Chip RAM.

However, if you are using Multiview to display graphics on your Workbench screen, or you are using WBPattern for a graphics backdrop, you must set the colours and resolution for the picture properly, otherwise Multiview cuts down colours and gets the size wrong.

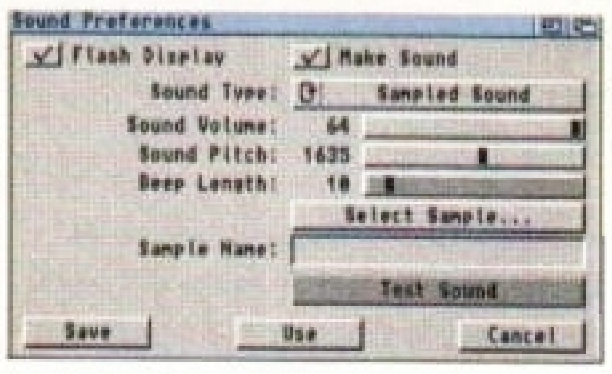
Avoid Productivity or Interlaced modes unless you have a suitable display – a multiscan or multisync monitor. A PC VGA monitor will display these resolutions, but not standard ones. A PC SVGA dual or multisync will work fine with all resolutions, assuming you can obtain the relevant Commodore interface, The DBLPAL and DBLNTSC settings work well with multiscan TVs.

SERIAL



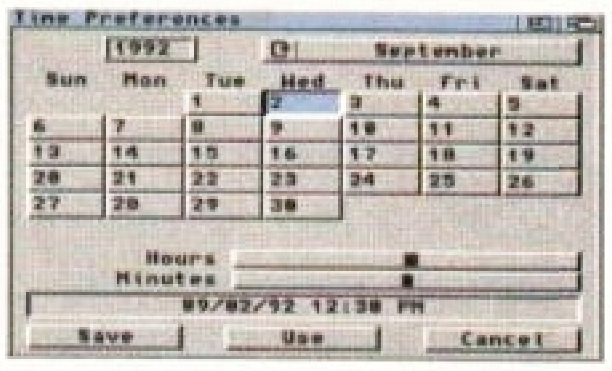
If you have a serial printer, rather than the more common parallel type, use this to select the correct speed, parity and handshaking protocol. If you want to use the RS232 port to communicate with other computers, get hold of the Public Domain program *NComm*, because, it's much easier than doing it with Workbench.

SOUND



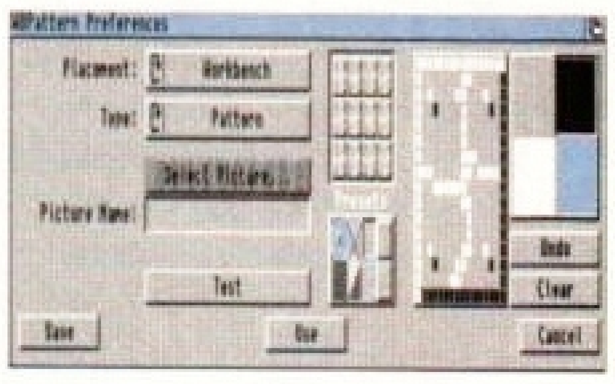
When your Amiga flashes up an error code, you can also make it play an audio sample (or a standard beep) to further alert you to the fact that it's having problems. Cute but unnecessary for most people.

TIME



Use this to set the time and date, if your Amiga has a real time clock. A1200s don't as standard, but one can be fitted on an expansion in the trapdoor. Having and using such a clock helps keep track of things, because the Amiga date stamps files on disk. You can tell what your first notes were, and what is the final document, by seeing when the latest file was created.

WBPATTERN



Used to create pretty backdrop patterns or use IFF picture files as backdrops. If you want a frilly Workbench, this will do it. Using a picture backdrop takes memory. The higher the resolution and number of colours used, the more memory that is consumed.

FIVE ICON TYPES

If you click on an icon once to select it, then choose Information from the icons menu, you can see what kind of icon it is. On the Amiga, there are five kinds of icon. These are Disks, Drawers, Trashcans, Tools and Projects.

Going in reverse order; a Project is a data file, such as a picture or piece of text that you have created; a Tool is a program, such as *Deluxe Paint* or a word processor, for creating project files; a Trashcan is useful when you want to delete files – just chuck them in here and select Empty Trash; a Drawer is for keeping a group of files together; and a Disk icon is used for giving something to click on to get at all the other files!

SO WHAT ELSE IS THERE?

Here's a quick rundown on what else is on Workbench that we haven't had room to cover in detail:-

DEVS/STORAGE DRAWER

Very important one this. To use the files on the Storage disk, you first have to drag the icons from inside the Storage disk drawers to the relevant drawer in the Devs drawer on your Workbench disk. You can save yourself a lot of hassle by dragging the icons to the RAM disk, taking out Storage, putting in Workbench, then dragging the icons from RAM to your Devs/whatever drawer. Only drag over the files you will use.

EXPANSION DRAWER

Used by a few developers for programs to drive extra hardware. Very rarely used by anything.

SYSTEM DRAWER

Contains support programs for fixing fonts, helping with software compatibility and running ARexx.

TOOLS DRAWER

A set of commands for doing one off jobs, such as running a calculator program. The Commodities drawer here is for keeping track of mouse and keyboard input – check out the psychedelic Mouse Blanker program.

UTILITIES DRAWER

Contains Multiview (for showing pictures and playing sounds), the Workbench clock display program and More, an ancient program for displaying text.

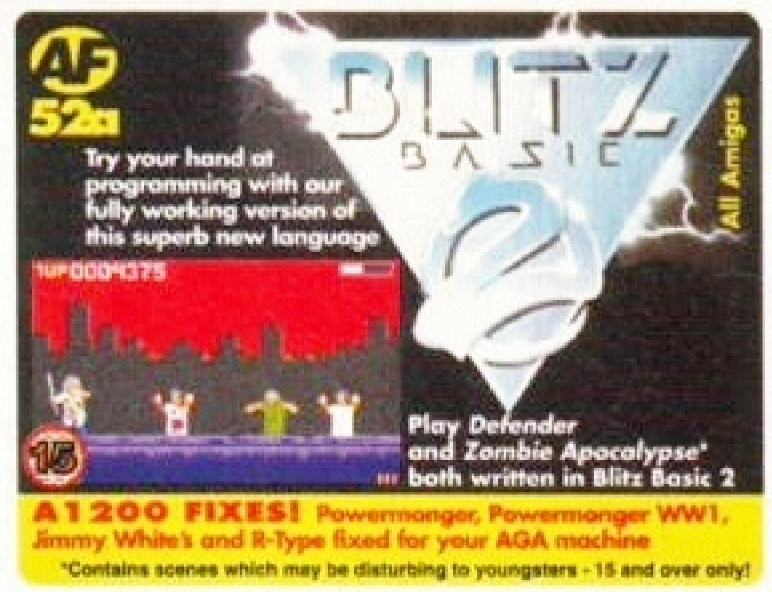
EXPANSION:

The drawer used by a very few hardware expansions.

WBSTARTUP

Programs stored here are run automatically when Workbench is loaded.

BLITZ BASIC



This month Simon Armstrong delves deeper into the mysteries of Blitz, explains some of the more useful commands and shows you how they work in practice.

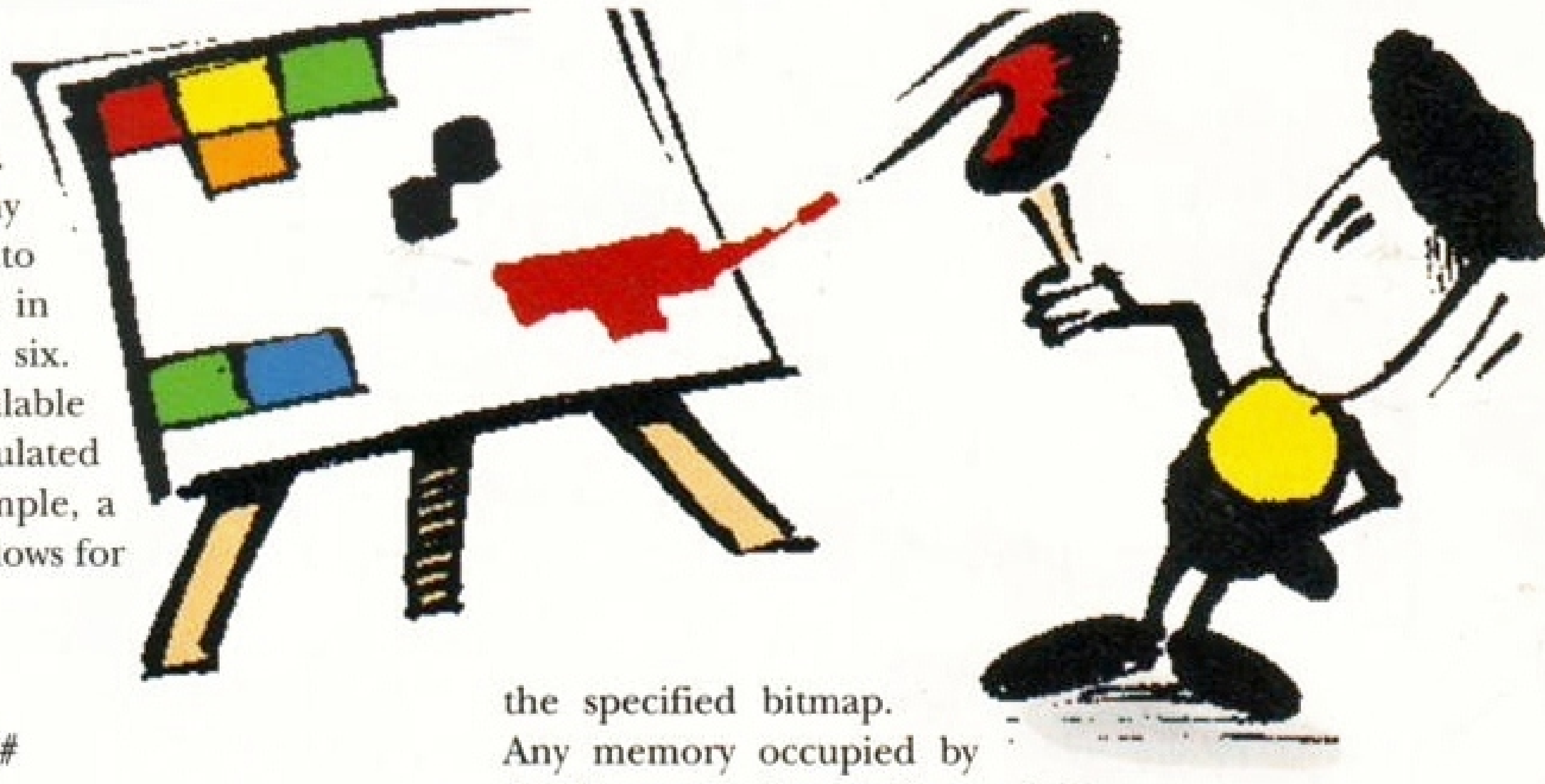
BITMAPS

Blitz 2 BitMap objects are used primarily for the purpose of rendering graphics. Most commands in Blitz 2 for generating graphics (excluding the Window and Sprite commands) depend upon a currently used BitMap.

BitMap objects may be created in one of two ways. A BitMap may be created by using the BitMap command, or a BitMap may be 'borrowed' from a Screen using the ScreensBitMap command.

BitMaps have a width, a height and a depth. If a BitMap is created using the ScreensBitMap command, these properties are taken from the dimensions of the Screen otherwise these properties must be specified.

Statement: **BitMap**
Syntax: **BitMap** BitMap#,Width,Height,Depth
Modes: Amiga/Blitz
BitMap creates and initialises a bitmap object. Once created, the specified bitmap becomes the currently used bitmap. Width and Height specify the size of the bitmap. Depth specifies how many colours may be drawn onto the bitmap, and may be in the range one through six. The actual colours available on a bitmap can be calculated using 2^depth. For example, a bitmap of depth three allows for 2^3 or eight colours.



Statement: **Use BitMap**
Syntax: **Use BitMap** BitMap#
Modes: Amiga/Blitz
Use BitMap defines the specified bitmap object as being the currently used BitMap. This is necessary for commands, such as Blit, which require the presence of a currently used BitMap.

Statement: **Free BitMap**
Syntax: **Free BitMap** BitMap#
Modes: Amiga/Blitz
Free BitMap erases all information connected to the specified bitmap. Any memory occupied by the bitmap is also deallocated. Once free'd, a bitmap may no longer be used.

Statement: **CopyBitMap**
Syntax: **CopyBitMap** BitMap#,BitMap#
Modes: Amiga/Blitz
CopyBitMap will make an exact copy of a bitmap object into another bitmap object. The first BitMap# parameter specifies the source bitmap for the copy, the second BitMap# the destination. Any

TUTORIAL LISTINGS
BY SIMON ARMSTRONG

```
;; loadbitmap from disk;
Screen 0,3,"My Screen"              ;open a lores 8 colour screen
ScreensBitMap 0,0                   ;get it's bitmap
LoadBitMap 0,"MyPic.iff",0          ;load an 8 colour lores picture
Use Palette 0                       ;display palette
MouseWait                           ;wait for mouse button
End

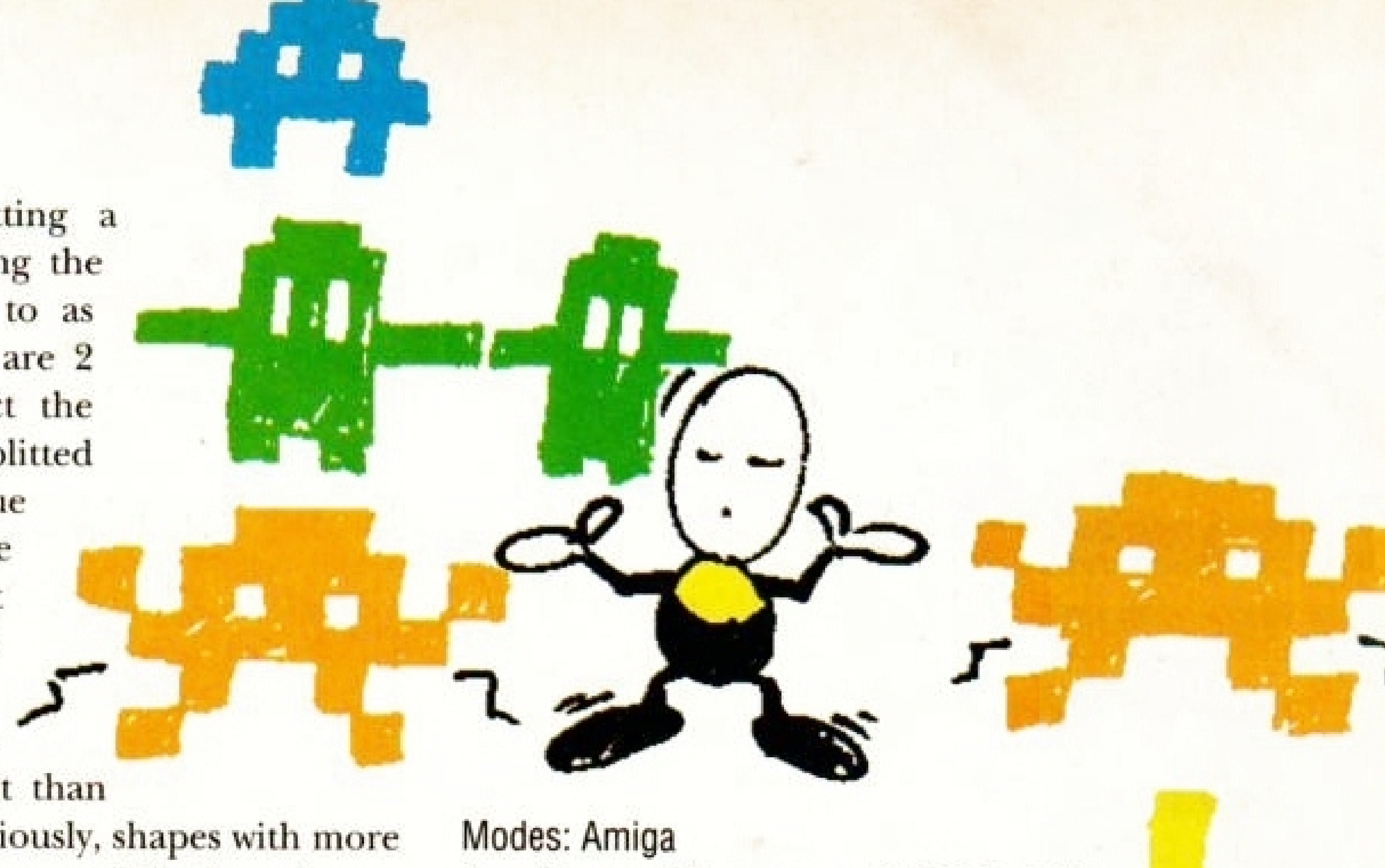
;; saving a bitmap;
Screen 0,3,"My Screen"              ;lores 8 colour
ScreensBitMap 0,0                   ;get bitmap
Circlef 160,100,50,3                ;draw a circle
SaveBitmap 0,"MyBitMap.iff"         ;create an IFF on disk
End

;; simple blit shape example;
Screen 0,3                          ;open an intuition screen
ScreensBitMap 0,0                   ;get its bitmap
LoadShape 0,"MyShape.iff",0         ;load a shape from disk
Use Palette 0                       ;use its palette
Blit 0,0,0                          ;blit it onto the screen
MouseWait:End

;; rotate shape example with qblit for smooth spinning;
Screen 0,1                          ;one colour screen
ScreensBitMap 0,0                   ;grab it's bitmap
BitMapOutput 0                      ;use bitmap for 'Print' commands
Queue 0,1                           ;set up a Queue for the QBlit...
Cls                                 ;clear the bitmap
Boxf 0,0,15,63,1                    ;draw a rectangle
GetaShape 0,0,0,16,64               ;grab it as a shape
Cls:Print "Please Wait"
For k=1 To 64                       ;start of loop
    CopyShape 0,k                   ;make 64 copies of original shape!
    Rotate k,k/64                   ;rotate each copy a little more than last
    MidHandle k                     ;and handle in the middle
    Print "."                       ;tell user we're doin the job
Next                                ;end of copy loop
Cls                                 ;clear bitmap
While Joyb(0)=0                     ;while joystick button not down...
For k=1 To 64                       ;show all shapes
    VWait                           ;wait for top of frame
    UnQueue 0                       ;clear the Queue
    QBlit 0,k,160,100               ;Draw next shape
    Next
Wend
End

;; a functional slice program example;
BLITZ                               ;go into Blitz mode
BitMap 0,320,DispHeight,3           ;set up an 8 colour bitmap
Slice 0,44,3                        ;set up a slice with 8 colours
Show 0
For k=1 To 100                      ;draw 100 circles.
    Circlef Rnd(320),Rnd(DispHeight),Rnd(10)+5,Rnd(7)+1
Next
MouseWait:End

;; multi slice program example;
BLITZ                               ;Blitz mode! Yeah!
BitMap 0,320,100,3                  ;make a bitmap
Cls 2                               ;fill it with colour 2
BitMapOutput 0                      ;we're going to print to it...
Print "Hello - Slice Magic!"        ;like so...
Slice 0,44,160,100,$fff8,3,8,32,320,320   ;whew!
RGB 1,15,15,15                      ;this affects slice 0's palette
RGB 2,8,0,15                        ;so does this
Show 0                              ;show the bitmap
Slice 1,146,320,100,$fff9,3,8,32,320,320  ;more whew!
```



graphics rendered onto the source bitmap will also be copied.

Statement: **ScreensBitMap**
Syntax: **ScreensBitMap** Screen#,BitMap#
Modes: Amiga/Blitz
Blitz 2 allows you the option of attaching a bitmap object to any Intuition Screens you open. If you open a Screen without attaching a bitmap, a bitmap will be created anyway. You may then find this bitmap using the ScreensBitMap command. Once ScreensBitMap is executed, the specified bitmap becomes the currently used bitmap.

Statement: **LoadBitMap**
Syntax: **LoadBitMap** BitMap#,Filename$[,Palette#]
Modes: Amiga
LoadBitMap allows you to load an ILBM IFF graphic into a previously initialized bitmap object. You may optionally load in the graphics's colour palette into a palette object specified by Palette#. An error will be generated if the specified Filename$ is not in the correct IFF format.

Statement: **SaveBitMap**
Syntax: **SaveBitMap** BitMap#,Filename$[,Palette#]
Modes: Amiga
SaveBitMap allows you to save a bitmap to disk in ILBM IFF format. An optional palette may also be saved with the IFF.

SHAPES

Shape objects are used for the purpose of storing graphic images. These images may be used in a variety of ways. For example, a shape may be used as the graphics for a gadget, or as the graphics for a menu item.

The process of putting a shape onto a bitmap using the blitter is often referred to as 'blitting' a shape. There are 2 main factors which affect the speed at which a shape is blitted - it's size, and the technique used to actually blit the shape. Let's have a look at how the size of a shape affects it's 'blit speed'.

Obviously, larger shapes take longer to blit than smaller shapes. Not so obviously, shapes with more colours in them take longer to blit than shapes with fewer colours. A 2 bitplane (4 colour) shape will take twice as long to blit as a 1 bitplane (2 colour) shape and so on.

The technique used to blit a shape also affects it's speed. The fastest blitting command you can use is the simple Blit command. However, this provides no way of erasing of shapes to allow for movement.

QBlit is the fastest way to achieve this. BBlit is the slowest of the blit commands, but also the most versatile and least memory intensive.

Statement: **LoadShape**
Syntax: **LoadShape** Shape#,Filename$[,Palette#]
Modes: Amiga
LoadShape allows you to load an ILBM IFF file into a shape object. The optional Palette# parameter lets you also load the colour information contained in the file into a palette object.

Statement: **SaveShape**
Syntax: **SaveShape** Shape#,Filename$,Palette#
Modes: Amiga
SaveShape will create an ILBM IFF file based on the specified shape object. If you want the file to contain colour information, you should also specify a palette object using the Palette# parameter.

Statement: **LoadShapes**
Syntax: **LoadShapes** Shape#[,Shape#],Filename$
Modes: Amiga
LoadShapes lets you load a 'range' of shapes from disk into a series of shape objects. The file specified by Filename$ should have been created using the SaveShapes command.

The first Shape# parameter specifies the number of the first shape object to be loaded. Further shapes will be loaded into increasingly higher shape objects.

If a second Shape# parameter is supplied, then only shapes up to and including the second Shape# value will be loaded. If there are not enough shapes in the file to fill this range, any excess shapes will remain untouched.

Continued overleaf ☛

```
RGB 1,15,15,0                         ;this affects slice 1's palette
RGB 2,0,8,15                          ;ditto
Show 0                                ;show the bitmap (same one!)
MouseWait:End

;; scrolling bitmap program example
BLITZ                                 ;Go into Blitz Mode
BitMap 0,640,200,2                    ;create bitmap 0
Circlef 320,100,80,1                  ;draw a cricle on it..
Circlef 320,100,40,2                  ;and another...
Slice 0,44,320,200,$fff8,2,8,4,640,640 ;create slice 0
For k=0 To 319                        ;start of loop
    VWait                             ;wait for top of frame
    Show 0,k,0                        ;show bitmap 0
    Next                              ;end of loop
MouseWait:End

;; showb and showf program example;
BLITZ                                 ;blitz mode
BitMap 0,640,200,2                    ;create a bitmap
Circlef 320,100,80,1                  ;put a circle on it
Circlef 320,100,40,2                  ;and another
Slice 0,44,320,200,$fffa,4,8,32,640,640 ;dual-playfield slice!
ShowF 0,160,0                         ;show background bitmap
For k=0 To 319                        ;begin a loop
    VWait                             ;wait for vertical blank
    ShowB 0,k,0                       ;show foreground bitmap
Next                                  ;end of loop
MouseWait:End

;; colsplit program example;
BLITZ                                 ;enter blitz mode
BitMap 0,320,200,1                    ;get an empty bitmap
Slice 0,44,320,200,$fff8,1,8,32,320,320 ;set up a slice
Show 0                                ;show the bitmap
For k=0 To 15                         ;begin loop
    ColSplit 0,k,k,k,k*17             ;set background register at
Next                                  ;end loop
MouseWait:End

;; custom copper list program example;
BLITZ                                 ;Blitz mode
#BPLMOD1=$108                         ;some clever stuff..
#BPLMOD2=$10A                         ;ditto
BitMap 0,320,400,3
For k=7 To 1 Step -1
    Circlef 160,250,k*10,k            ;draw the SUN!
Next
Slice 0,44,320,200,$fff8,3,8,32,320,320 ;set up a slice
RGB 0,0,8,15
For k=1 To 7
    RGB k,15,k*2,0
Next
ColSplit 0,0,0,8,150                  ;groovy colour
splitco$=Mki$(#BPLMOD1)+Mki$(-122)co$+Mki$ (continued on next line)
    (#BPLMOD2)+Mki$(-122)CustomCop co$,150+44
For k=0 To 199
    VWait
    Show 0,0,k                        ;up comes the sun...
Next
MouseWait:End

;; print out of copper list program example;
Slice 0,44,3
For k=0 To CopLen-1 Step 4
    NPrint Hex$(k),":",Hex$(Peek.l(CopLoc+k))
Next
MouseWait:End

;; different blitmode examples;
Screen 0,3                            ;open an intuition screen
```

Continued overleaf ☛

Statement: **SaveShapes**
Syntax: **SaveShapes** Shape#,Shape#,Filename$
Modes: Amiga
SaveShapes allows you to create a file containing a range of shape objects. This file may be later loaded using the LoadShapes command.

The range of shapes to be saved is specified by Shape#,Shape#, where the first Shape# refers to the lowest shape to be saved and the second Shape# the highest.

Statement: **GetaShape**
Syntax: **GetaShape** Shape#,X,Y,Width,Height
Modes: Blitz/Amiga
GetaShape lets you transfer a rectangular area of the currently used bitmap into the specified shape object. X, Y, Width and Height specify the area of the bitmap to be picked up and used as a shape.

Statement: **CopyShape**
Syntax: **CopyShape** Shape#,Shape#
Modes: Amiga/Blitz
CopyShape will produce an exact copy of one shape object in another shape object. The first Shape# specifies the source shape for the copy, the second specifies the destination shape.

CopyShape is often used when you require two copies of a shape in order to manipulate (using, for example, XFlip) one of them.

COMPETITION DATE

Because of the huge amount of interest in our Blitz Basic programming competition and because next month's tutorial will contain more useful commands, we have put back the closing date to February 28, 1994. See the Acid Software ad on page 182 for competition details.

Statement: **AutoCookie**
Syntax: **AutoCookie** On|Off
Modes: Amiga/Blitz
When shapes objects are used by any of the blitting routines (for example, Blit), they usually require the presence of what is known as a 'cookiecut'. These cookiecuts are used for internal purposes by the various blitting commands, and in no way affect the appearance or properties of a shape. They do, however, consume some of your valuable Chip memory.

When a shape is created, a cookiecut is automatically made for it. However, this feature may be turned off by executing an AutoCookie Off. This is a good idea if you are not going to be using shapes for blitting.

Statement: **MakeCookie**
Syntax: **MakeCookie** Shape#
Modes: Amiga/Blitz
MakeCookie allows you to create a 'cookiecut' for an individual shape. Cookiecuts are necessary for shapes which are to be used by the various blitting commands, and are normally made automatically whenever a shape is created (for example, using LoadShape). However, use of the AutoCookie command may mean you end up with a shape which has no cookiecut, but which you wish to blit at some stage. You can then use MakeCookie to make a cookiecut for this shape.

Function: **ShapeWidth**
Syntax: **ShapeWidth** (Shape#)
Modes: Amiga/Blitz
The ShapeWidth function returns the width, in pixels, of a previously created shape object.

Function: **ShapeHeight**
Syntax: **ShapeHeight** (Shape#)
Modes: Amiga/Blitz
The ShapeHeight function returns the height, in pixels, of a previously created shape object.

Statement: **Handle**
Syntax: **Handle** Shape#,X,Y
Modes: Amiga/Blitz
All shapes have an associated 'handle'. A shape's handle refers to an offset from the upper left of the shape to be used when calculating a shapes position when it gets blitted to a bitmap. This is also often referred to as a 'hot spot'.

The X parameter specifies the 'acrosswards' offset for a handle, the Y parameter specifies a 'downwards' offset.

Let's have a look at an example of how a handle works. Assume you have set a shapes X handle to 5, and it's Y handle to 10. Now let's say we blit the shape onto a bitmap at pixel position 160,100. The handle will cause the upper left corner of the shape to actually end up at 155,90, while the point within the shape at 5,10 will end up at 160,100.

When a shape is created, its handle is automatically set to 0,0 - it's upper left corner.

Statement: **MidHandle**
Syntax: **MidHandle** Shape#
Modes: Amiga/Blitz
MidHandle will cause the handle of the specified shape to be set to it's centre.

For example, these two commands achieve exactly the same result:

```
ScreensBitMap 0,0                            ;and use it's bitmap
Cls                                          ;clear bitmap
For k=7 To 1 Step -1                         ;start of loop
    Circlef 32,32,k*4,k                      ;groovy circles
Next                                         ;end of loop
GetaShape 0,0,0,64,64                        ;pick shape up
Cls 2                                        ;clear bitmap again, with colour 2
Circlef 160,100,120,90,6                     ;draw a circle.
BlitMode CookieMode                          ;try a blit mode
Blit 0,0,0
BlitMode EraseMode                           ;another...
Blit 0,160,0
BlitMode InvMode                             ;another...
Blit 0,0,100
BlitMode SolidMode                           ;and a last...
Blit 0,160,100
MouseWait:End
;; unqueueing from separate bitmap;
Screen 0,1                                   ;open intuition screen
ScreensBitMap 0,0                            ;use it's bitmap
Cls                                          ;clear the bitmap
Circlef 16,16,16,1                           ;draw a circle
GetaShape 0,0,0,32,32                        ;turn it into a shape
Cls                                          ;clear the screen again
For k=1 To 100
    Circlef Rnd(320),Rnd(DispHeight),Rnd(50),1   ;draw some circles
Next
CopyBitMap 0,1                               ;make an identical copy of bitmap0
Queue 0,8                                    ;initialized our queue - 8 items max!
BLITZ                                        ;go into blitz mode for speed!
For y=0 To 160                               ;move down the bitmap
    VWait                                    ;wait for top of frame
    UnQueue 0,1                              ;erase previously QBlitted items
    For x=1 To 8                             ;move across the bitmap
        QBlit 0,0,x*32,y                     ;draw object and remember it
    Next                                     ;again...
Next                                         ;again...
MouseWait

;; buffer blitting example;
BitMap 0,64,64,1
Boxf 0,0,63,63,1
GetaShape 0,0,0,64,64
FindScreen 0
ScreensBitMap 0,0
Buffer 0,16384                               ;16384 bytes for buffer
For x=0 To 600
    VWait
    UnBuffer 0                               ;undo eny blits
BBlit 0,0,x,192                              ;buffer blit
Next
MouseWait

;; buffer blitting example;
Screen 0,3                                   ;open intuition screen
ScreensBitMap 0,0                            ;use it's bitmap for our graphics
Cls                                          ;clear the bitmap
Circlef 8,8,8,7                              ;draw a circle
GetaShape 0,0,0,20,16                        ;get it for use as a shape
Cls                                          ;clear bitmap again
For k=1 To 100                               ;draw 100 random box's
    Boxf Rnd(320),Rnd(200),Rnd(320),Rnd(200),Rnd(6)+1
Next
Buffer 0,16384                               ;set buffer memory size
While Joyb(0)=0                              ;loop into mouse button clicked
    VWait                                    ;wait for vertical blank
    UnBuffer 0                               ;replace areas on bitmap
    BBlit 0,0,SMouseX/2+80,SMouseY/2+50;blit object - add to buffer
Wend

;; stencil blitting;
Screen 0,3                                   ;open an intuition screen
```

MidHandle 0
Handle 0,**ShapeWidth**(0)/2,**ShapeHeight**(0)/2

Statement: **XFlip**
Syntax: **XFlip** Shape#
Modes: Amiga/Blitz
The XFlip command is one of *Blitz 2*'s powerful shape manipulation commands. XFlip will horizontally `mirror' a shape object, causing the object to be 'turned back to front'.

Statement: **YFlip**
Syntax: **YFlip** Shape#
Modes: Amiga/Blitz
The YFlip command may be used to vertically 'mirror' a shape object. The resultant shape will appear to have been 'turned upside down'.

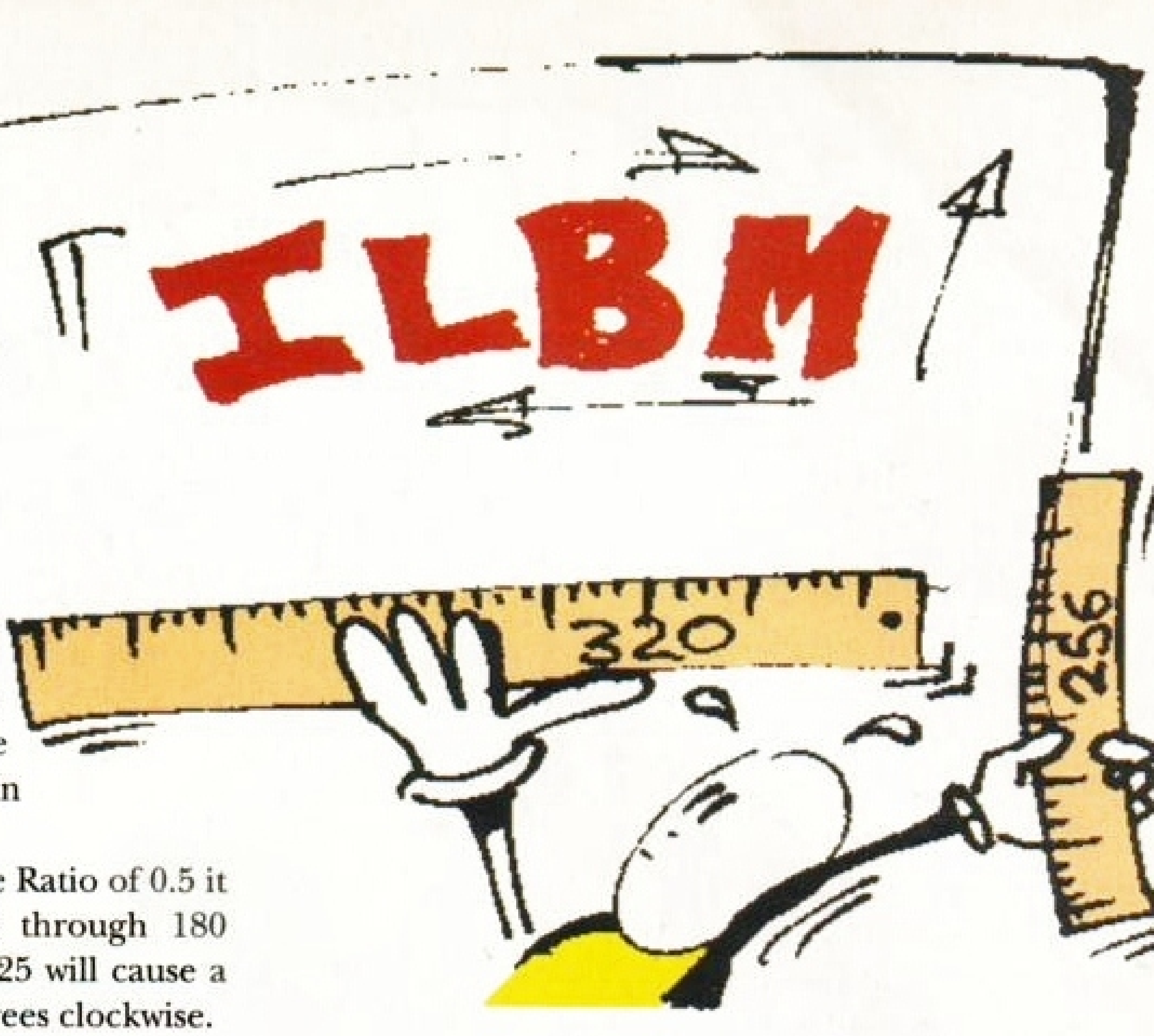
Statement: **Scale**
Syntax: **Scale** Shape#,X Ratio,Y Ratio[,Palette#]
Modes: Amiga/Blitz
Scale is a very powerful command which may be used to 'stretch' or 'shrink' shape objects. The Ratio parameters specify how much stretching or shrinking to perform.

A Ratio greater than one will cause the shape to be enlarged, while a Ratio of less than one will cause the shape to be reduced. A Ratio of exactly one will cause no change at all in the shape's relevant dimension.

Because there are separate Ratio parameters for both x and y, a shape may be stretched along one axis and shrunk along the other!

The optional Palette# parameter enables you to specify a palette object for use in the scaling operation.

If a Palette# is supplied, the scale command will use a 'brightest pixel' method of shrinking. This means that a shape may be shrunk to a small size without the finer details being lost.



Statement: **Rotate**
Syntax: **Rotate** Shape#,Angle Ratio
Modes: Amiga/Blitz
The Rotate command allows you to rotate a shape object. Angle Ratio specifies how much clockwise rotation to apply, and should be in the range zero to one.

For instance, if you use an Angle Ratio of 0.5 it will cause a shape to be rotated through 180 degrees, while an Angle Ratio of 0.25 will cause a shape to be rotated through 90 degrees clockwise.

ILBM

ILBM stands for InterLeaved BitMap. This refers to a format many art packages use to store image files in. Electronic Art's excellent DPaint, for example, uses the ILBM format to save it's picture and brush files.

Blitz 2 supplies various commands that you can use to examine the attributes of ILBM files.

Statement: **ILBMInfo**
Syntax: **ILBMInfo** Filename$
Modes: Amiga
ILBMInfo is used to examine an ILBM file. Once ILBMInfo has been executed, ILBMWidth, ILBMHeight and ILBMDepth may then be used to examine the properties of the image contained in the file.

Function: **ILBMWidth**
Syntax: **ILBMWidth**
Modes: Amiga
ILBMWidth will return the width, in pixels, of an ILBM image examined with ILBMInfo.

Function: **ILBMHeight**
Syntax: **ILBMHeight**
Modes: Amiga
ILBMHeight will return the height, in pixels, of an ILBM image examined with ILBMInfo.

Statement: **ILBMDepth**
Syntax: **ILBMDepth**
Modes: Amiga
ILBMDepth returns the depth, in bitplanes, of an ILBM image examined with ILBMInfo.

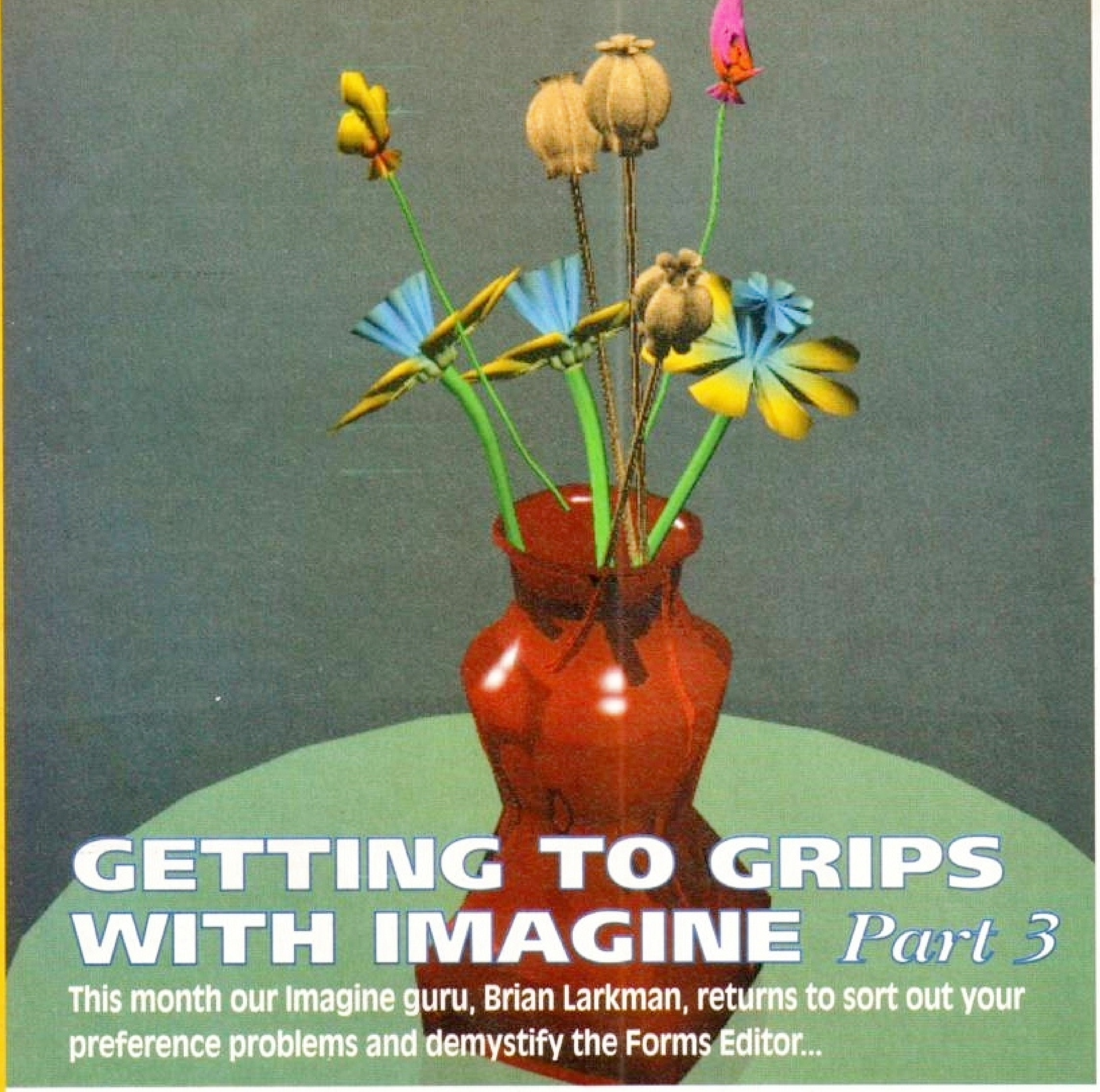
```
ScreensBitMap 0,0                          ;find it's bitmap
Boxf 0,0,31,31,3                           ;draw a box on the bitmap
GetaShape 0,0,0,32,32                      ;pick it up as shape 0
Cls                                        ;clear bitmap
Boxf 0,0,15,15,4                           ;draw another box
GetaShape 1,0,0,16,16                      ;pick it up as shape 1
Cls                                        ;another cls
Stencil 0,0                                ;create a stencil
For k=7 To 1 Step -1                       ;draw a background 'bullseye'
    Circlef 160,115,k*10,k
Next
For k=1 To 50                              ;draw up 50 random 'foreground' blocks
    SBlit 0,1,Rnd(320-16),Rnd(200-16)
Next
Buffer 0,16384                             ;initialize buffer
BLITZ                                      ;into BLITZ MODE!
For x=0 To 280                             ;start of loop
    VWait                                  ;wait for vertical blank
    UnBuffer 0                             ;replace buffer contents
    For y=50 To 150 Step 50
        BBlit 0,0,x,y                      ;blit up our shape
    Next
    ShowStencil 0,0                        ;cover-up stenciled areas
NextMouseWait:End

;; bblits with stencils;
Screen 0,3                                 ;an intuition screen
ScreensBitMap 0,0                          ;it's bitmap...now ours
Cls                                        ;clear bitmap
Boxf 0,0,7,15,1                            ;draw a shape...
Boxf 8,6,15,11,2
GetaShape 0,0,0,16,16                      ;pick it up as our shape.
Cls                                        ;clear bitmap again
Boxf 80,50,240,150,3                       ;draw some stuff...
Boxf 90,60,230,140,0
Box 85,55,235,145,0
```

```
Stencil 0,0                                ;make a stencil out of the bitmap
Cls                                        ;clear bitmap again
Circlef 160,100,90,4                       ;draw background graphics...
Boxf 80,50,240,150,3                       ;and foreground (again!)
Boxf 90,60,230,140,4
Box 85,55,235,145,4
Buffer 0,16384                             ;set up a buffer for BBlit
BLITZ                                      ;go into blitz mode for more speed
For x=0 To 300                             ;start of loop
    VWait:UnBuffer 0                       ;wait for top of frame; replace buffer
    For y=40 To 140 Step 50                ;start of loop to draw 3 shapes
        BBlit 0,0,x,y                      ;put up a shape
    Next
    ShowStencil 0,0                        ;replace foreground
Next
MouseWait:End

;; custom pointer program example;
LoadShape 0,"MySprite"                     ;Must be 4 or 16 colour shape
LoadPalette 0,"MySprite",16                ;pick up palette
GetaSprite 0,0                             ;make shape into sprite!
BLITZ                                      ;go into BLITZ MODE!
BitMap 0,320,DispHeight,3                  ;set up a bitmap
Slice 0,44,3                               ;turn on slice
Use Palette 0                              ;add sprites palette to slice
Show 0                                     ;show bitmap
Mouse On                                   ;turn pon blitz mode mouse reading
Pointer 0,0                                ;attach pointer
MouseWait:End

;; bitmapoutput program example;
Screen 0,3                                 ;open an Intuition screen
ScreensBitMap 0,0                          ;get it's bitmap
BitMapOutput 0                             ;send Print statements there...
Print "Printing on a bitmap!"              ;print something!
MouseWait:End
```



GETTING TO GRIPS WITH IMAGINE *Part 3*

This month our Imagine guru, Brian Larkman, returns to sort out your preference problems and demystify the Forms Editor...

PREFERENCES EDITOR

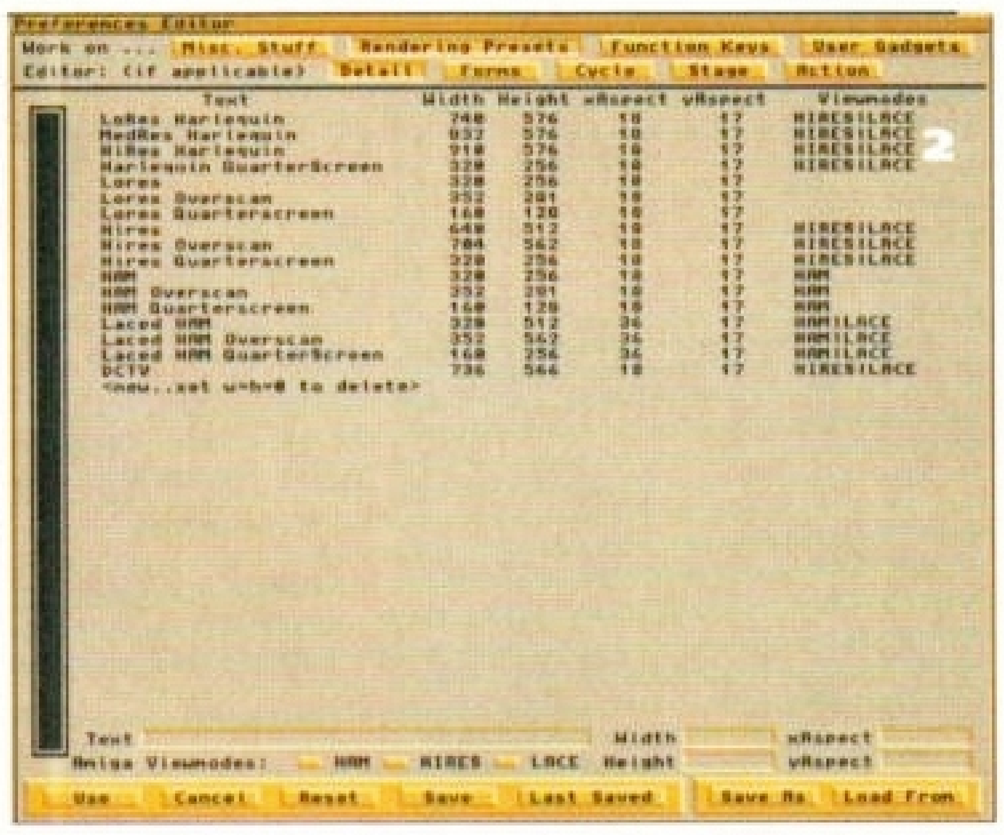
DISCUSSION

Imagine 2.0 **gives the user very little opportunity to customise its working screens – unlike *Real3D 2.0* which is far more flexible in this respect. Although the screen layout restrictions *Imagine* imposes in each of its editors can be limiting, it has the advantage of remaining constant and familiar. Within these restrictions there are ways to customise the *Imagine* environment but it takes a very different approach from *Real3D*. Instead of allowing every screen and toolbox to be moved and resized, *Imagine* uses a comprehensive Preferences Editor to remap the function keys, add user definable buttons at the foot of each Editor Screen, vary the screen colours used to suit particular needs, and generally control the many parameters of the program.**

TUTORIAL A

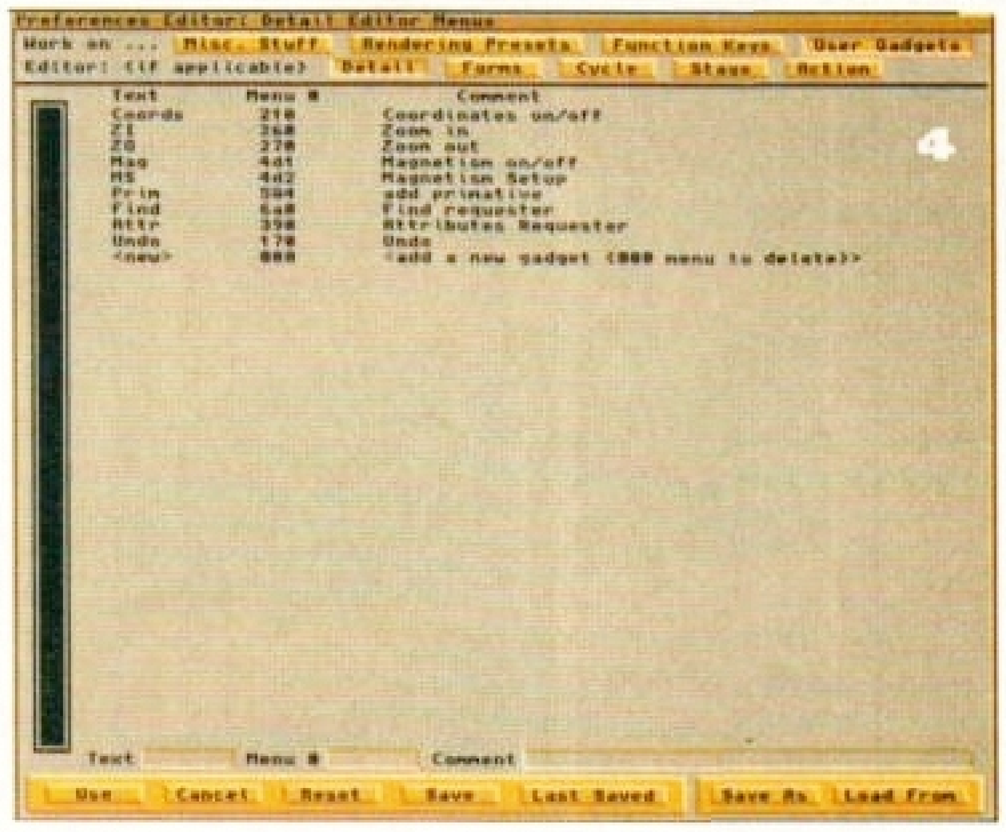
1 The Editor is brought up from the Project or Editor menus. It provides comments with each Prefs Entry, and although most parameters are obvious, some need a little explanation. The initial screen shows the Miscellaneous Preferences. At the top are buttons to move to Rendering Presets, Function Keys, and User Gadgets, and below these are others controlling which Editor the Preferences apply to.

2 Rendering Presets enables you to preset special rendering modes (eg. for HAM-E, DCTV, or particular 24-



bit display boards), or frequently used normal modes or sizes such as Lores or quarterscreen. All of the editable parameters (width, height, x&y aspect ratio) plus the name of the preset, are entered in boxes at the bottom of this screen.

3 All of the Function Keys in each Editor can also be preset. Most already have tasks assigned and it is better for now to leave these unchanged because I will be referring to them in future tutorials. You can set up the



function keys to fulfil various functions, and because you will use them frequently it is worth writing down what each one does on a strip of paper and attaching it to your keyboard above the keys.

4 At the bottom of most Editors is a Button Bar of User Gadgets that you can set up. Some of these are already preset but others can be added depending on your current needs. In each case the Menu# refers to the menu number counting left to right, the item number counting down the menu and the sub-item number. For ease of use, both Function and User Menu# can be inserted automatically by pulling down to the required item on the dummy menus provided.

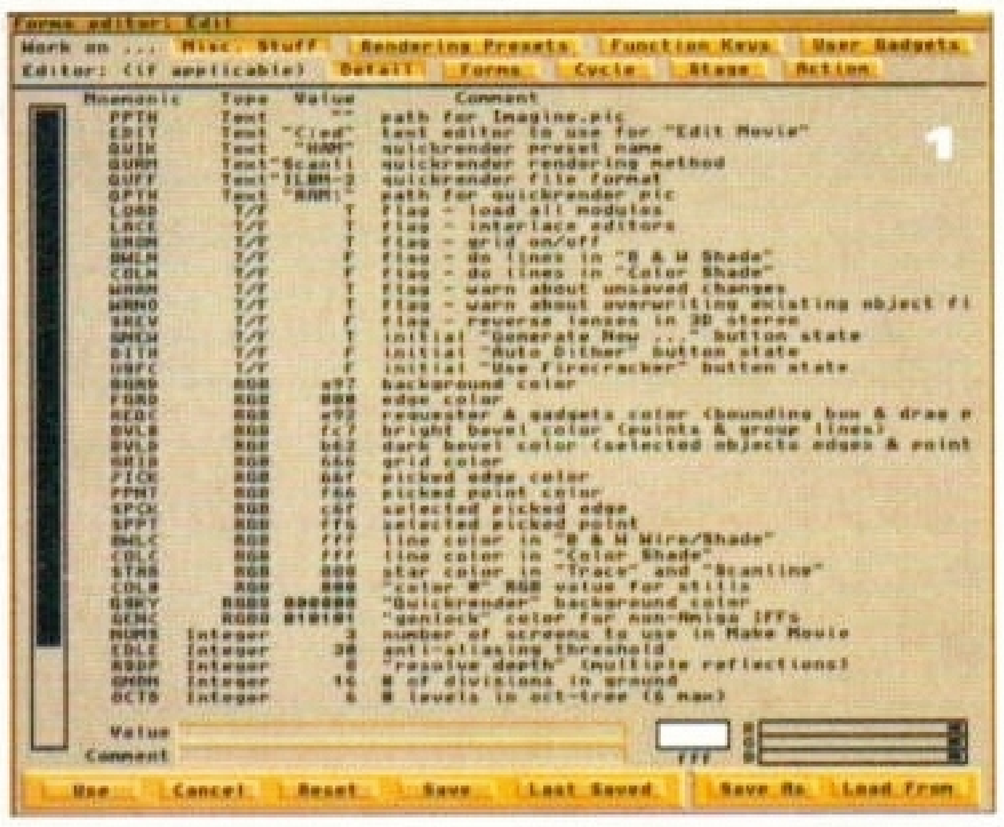
5 Misc. Stuff controls most of the other parameters of the program. The screen has four columns visible. The Mnemonic and Type cannot be changed but the Value and Comment can, by clicking on the line required and changing the data in the boxes at the bottom of the screen. (This method applies to all Preferences screens.) Colours can be changed by using the RGB sliders. Clicking in the Colour Swatch transfers the new colour numbers to the list.

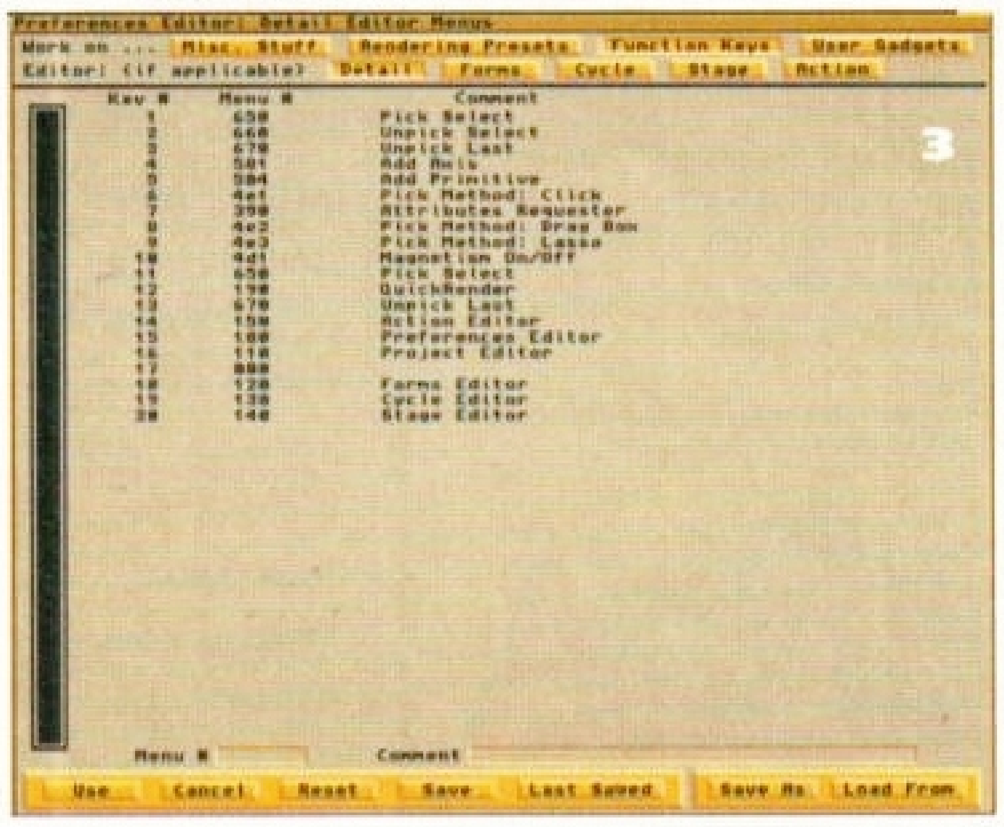
6 There are too many Prefs to describe in detail, so I will only cover those which you might need to change. The others you can play with but only using a copy of the Imagine.config file. The first few prefs are Text type to enter preferred paths for Startup Pic, Text Editor and Quickrender File, and other Quickrender Prefs. The Quickrender file format should be changed to ILBM 24-bit for most paint or image processing programs.

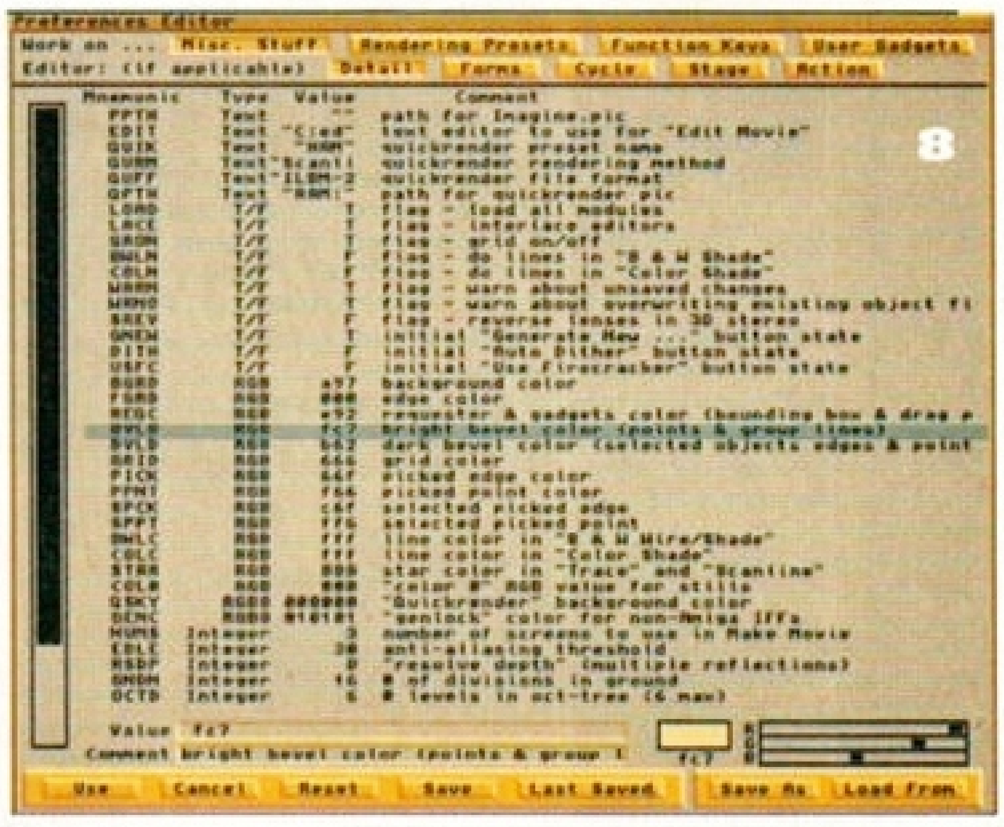
7 The next group are True/False flags. Only the LOAD and LACE flags should normally need changing (if you have little memory or FlickerFixer respectively – though the screen colours used for all screens mean that interlace mode can be used without too much flicker.)

8 I would strongly suggest that you leave most of the screen colours alone. Understanding the Select/Pick system is difficult enough without changing the colours these modes use. However, if the orange Gadget colours offend you REQC, BVLB and BVLD could be carefully changed (I quite like them myself, especially with the bronze background A97). I also use 000000 as Quickrender background.

9 Of the remaining Prefs, the most important is EDLE, the anti-aliasing threshold. This should be a slider on the Rendering/Project menu. Something between 30-50 is an average number, 200 gives you virtually no anti-aliasing (so you get very fast results but crude edges), 0 is for the very best, smoothest but slowest-rendering edges. I will discuss the other options in later tutorials.







FORMS EDITOR

Imagine's Forms Editor is unique in that it uses two or three views of each object. These look similar to those used for the Detail and Stage Editors. But instead of showing the front, top and side views it displays cross-sections of the object at various points in each plane.

TUTORIAL B

In its simplest mode the Forms Editor enables you to shape the cross-section of a form at various points along its length producing symmetrical objects such as vases, and lampshades. In this case we will build a vase.

1 Having started a New Project, select Project/FormsEditor and you will be presented with a normal–looking QuadView screen. Select Object/New from the menu and the Section Type requester will be displayed. Choose 16 points (around the section), 12 slices (cross-sections through the object), X-Y Cross-Section (for vertical objects such as the vase), one Spacer view, and select Both Axes from the Cross Section Symmetry box. Y-Z section is for horizontal objects such as a car. Cross-Section Symmetry can't be changed during forming unless you start a new object.

2 You are presented with a single cross-section in the Top View, a simple line with points along its length in the Front View, and a wireframe perspective view of the current object – a simple tube. Move one of the X-section points in the Top View – the points symmetrical with this move in unison and all of the cross-sections change together transforming the whole tube in the Perspective View. Return the cross-section to a circle when you have finished experimenting.

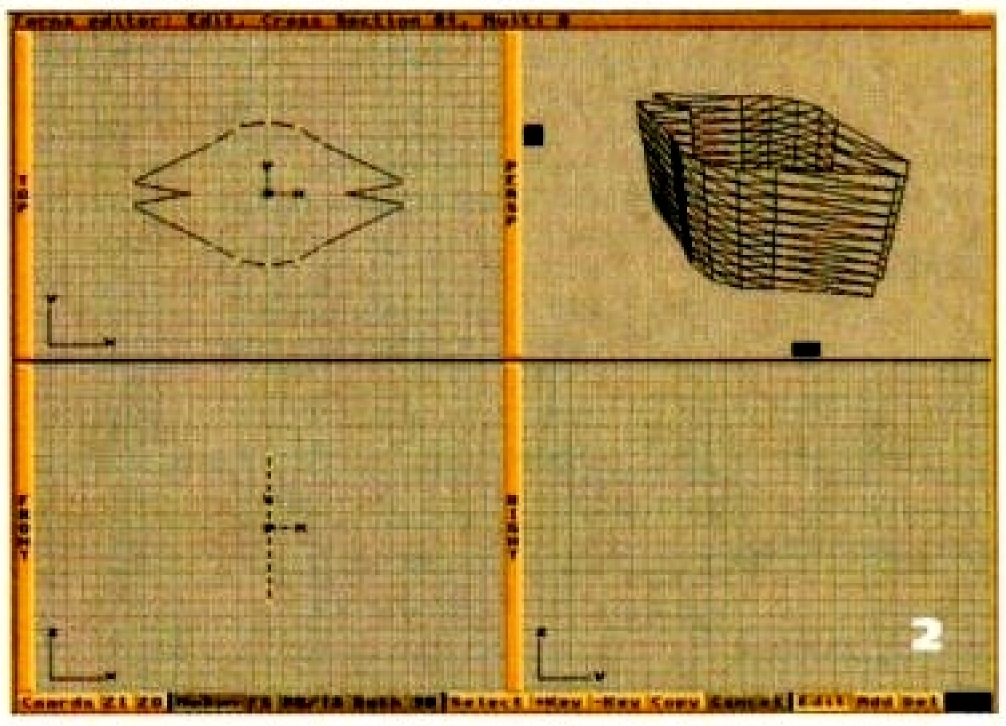
3 Click on the +Key button on the User Gadgets at the bottom of the screen – the top point of the line in the Front View turns brown to show that it is selected. Click carefully on the 4th point down. Repeat this process with the 7th, 8th, 11th and 12th points. Each time you click on the +Key button you will notice that the previously selected point has turned brown.

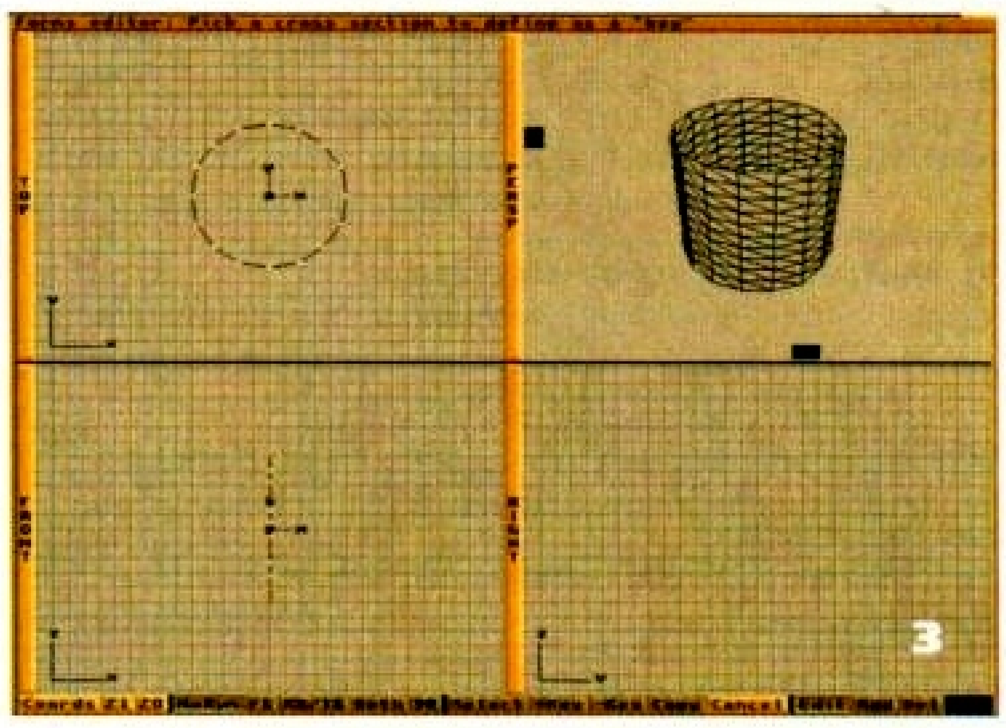
4 The Forms Editor allows any number of these Selected sections to be modified. Those in between show a gradual change of shape from each defined section. To try this click on the Select button on the User Gadgets and then on the 4th point down. This picks that cross-section for modification. In the Top View, move the points to make a smaller circle. – only the perspective view appears to change, to a waist-shaped object.

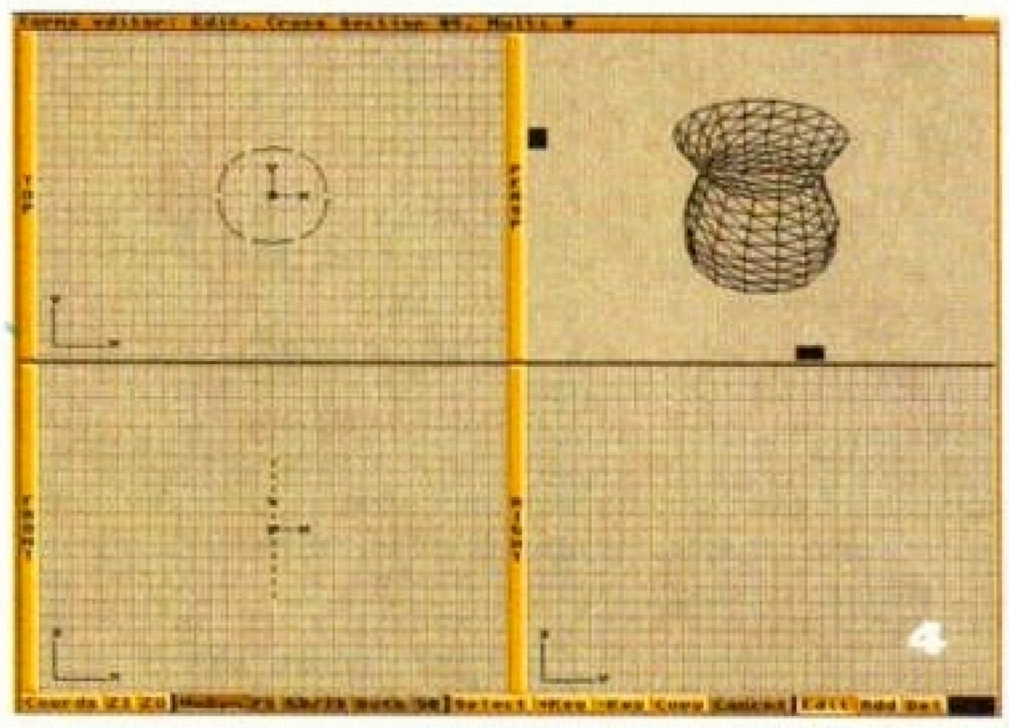
5 To continue modelling the vase, click again on the User Gadgets' Select button and then click on the 8th point down. In the Top View, move the points to make a fluted section as shown in the illustration on this page. Repeat this process with point 12 in order to make the section a square.

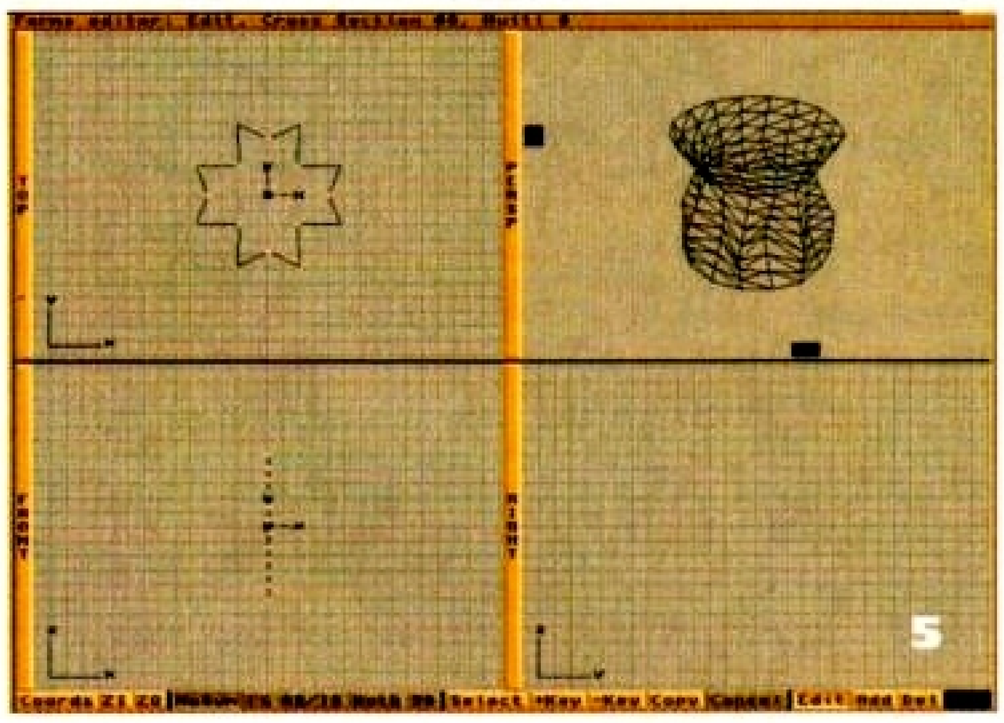
6 Once the basic cross-sections are built, it may be necessary to use these shapes again to refine the object. To do this you must Copy a section. Use the Select Button to pick point 7. Click on the Copy button and click on point 1. This copies the form of section 1 to section 7. Repeat the Copy process again copying section 4 to section 11.

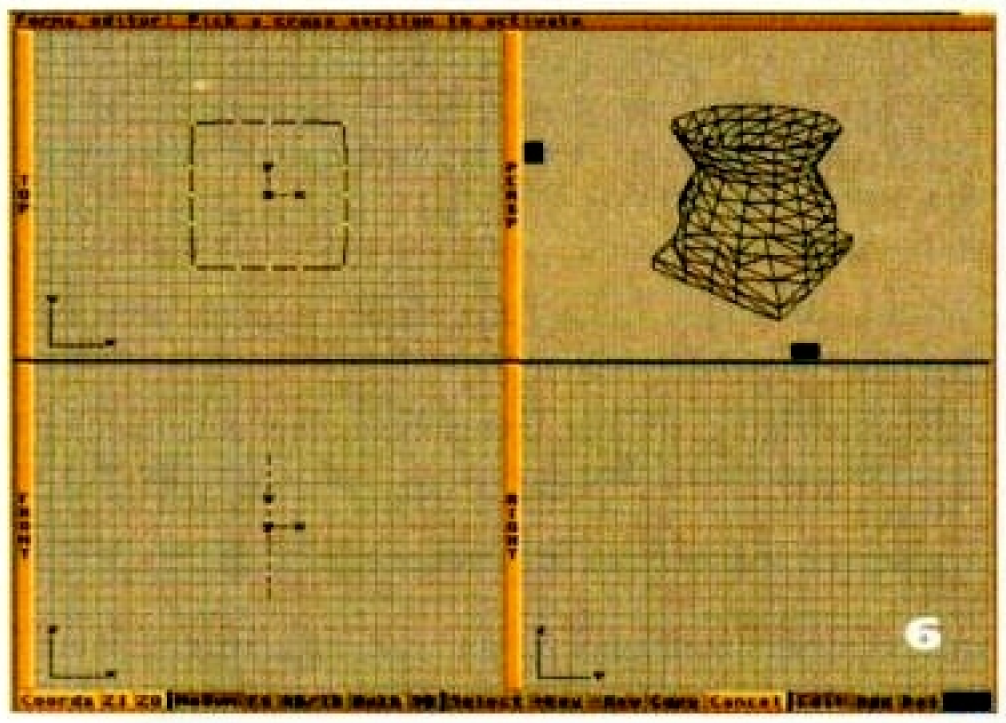
7 Final modifications can be made by moving the various points on the Front View up or down the line to extend it. The lip at the top was made by moving point 1 below point 2. Once the object is correct, save the form and do a Quick Render using the Project/Quick Render menu. Forms can be used in any scene and if they are not transformed in any way they can be loaded back into the Forms Editor and re-used. They can also be loaded into the Detail Editor and point edited and dragged, but if you amend them in this way, they can never be Formed again.

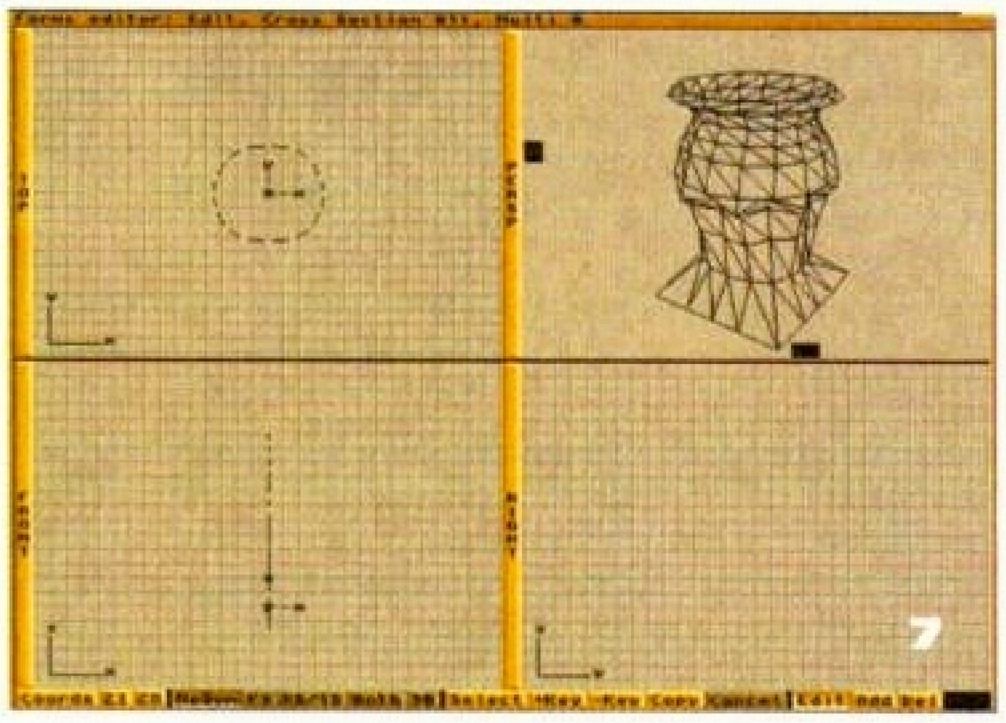

2


3


4


5


6

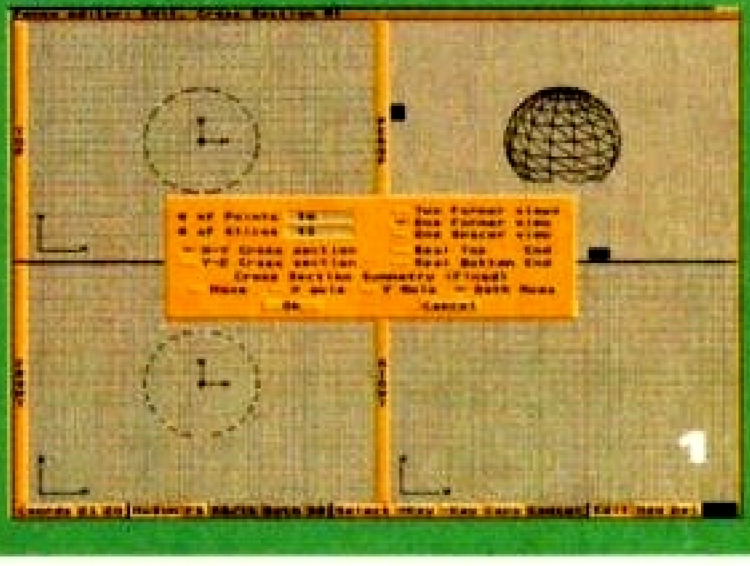

7

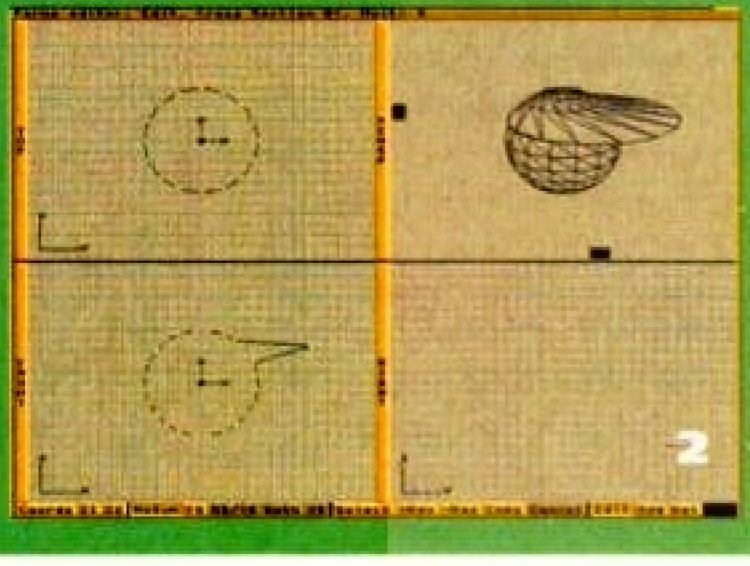
PROFILES

TUTORIAL C

The Forms Editor allows you to vary the profile as well as the cross-sectional shape. This is a quick way to vary the cross-sectional size but the shape still has to be changed on Selected sections.

1 Select Object/New. Choose 16 points, 12 slices, X-Y Cross-Section, One Former view, and Cross-Section Symmetry of Both Axes. This gives a single cross-section in the Top View, a circle of points (the Profile) in the Front View (representing the 12 cross-sections through the object) and a wireframe Perspective view of the current object (a simple sphere).

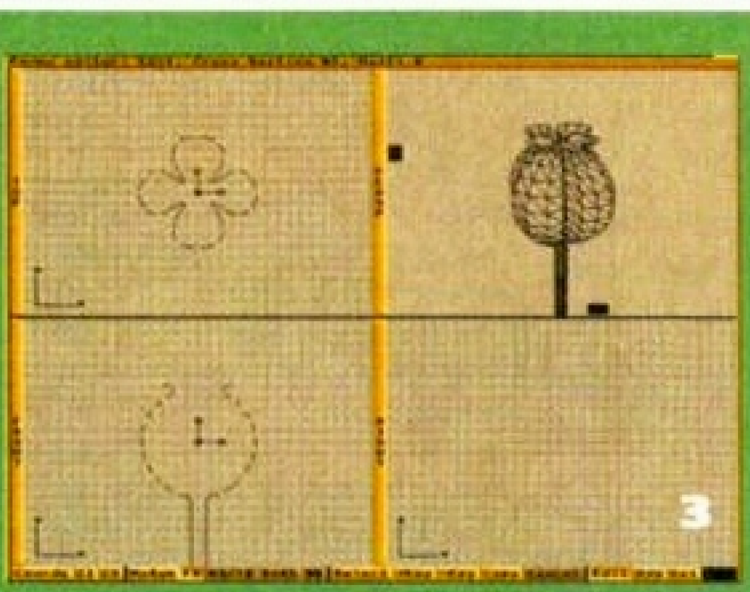

1

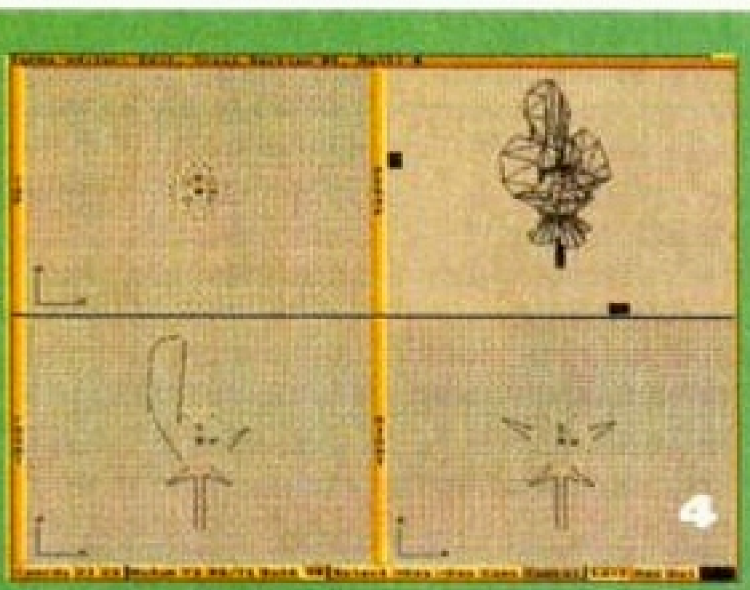

2

2 Move one of the points in the Front View.This cross-section changes asymmetrically, as you can see in the Perspective View if you rotate it. The cross-section changes size but remains a circle, enlarged at one side only, giving the effect of a peaked cap. Click on the FS button in the User Gadgets. Take hold of the peak again in the Front View. The section becomes symmetrical (see the Perspective View.) Return the Profile to a circle when you have finished experimenting with it.

NB. In effect this is the same as Mold Spin in the Detail Editor.

3 Manipulate the Top view cross-section to form a flower shape. The resulting object is like a seed pod. The Form can be refined by adding extra points to the Top View using the Add button in the User Gadgets. To remove points use the Del key. By changing the Front View you can produce a stem. Pulling one of the lower Profile points out to one side can transform this seed pod into a full flower, although to get nice smooth edges for the petals you will need to add quite a lot of points.


3


4

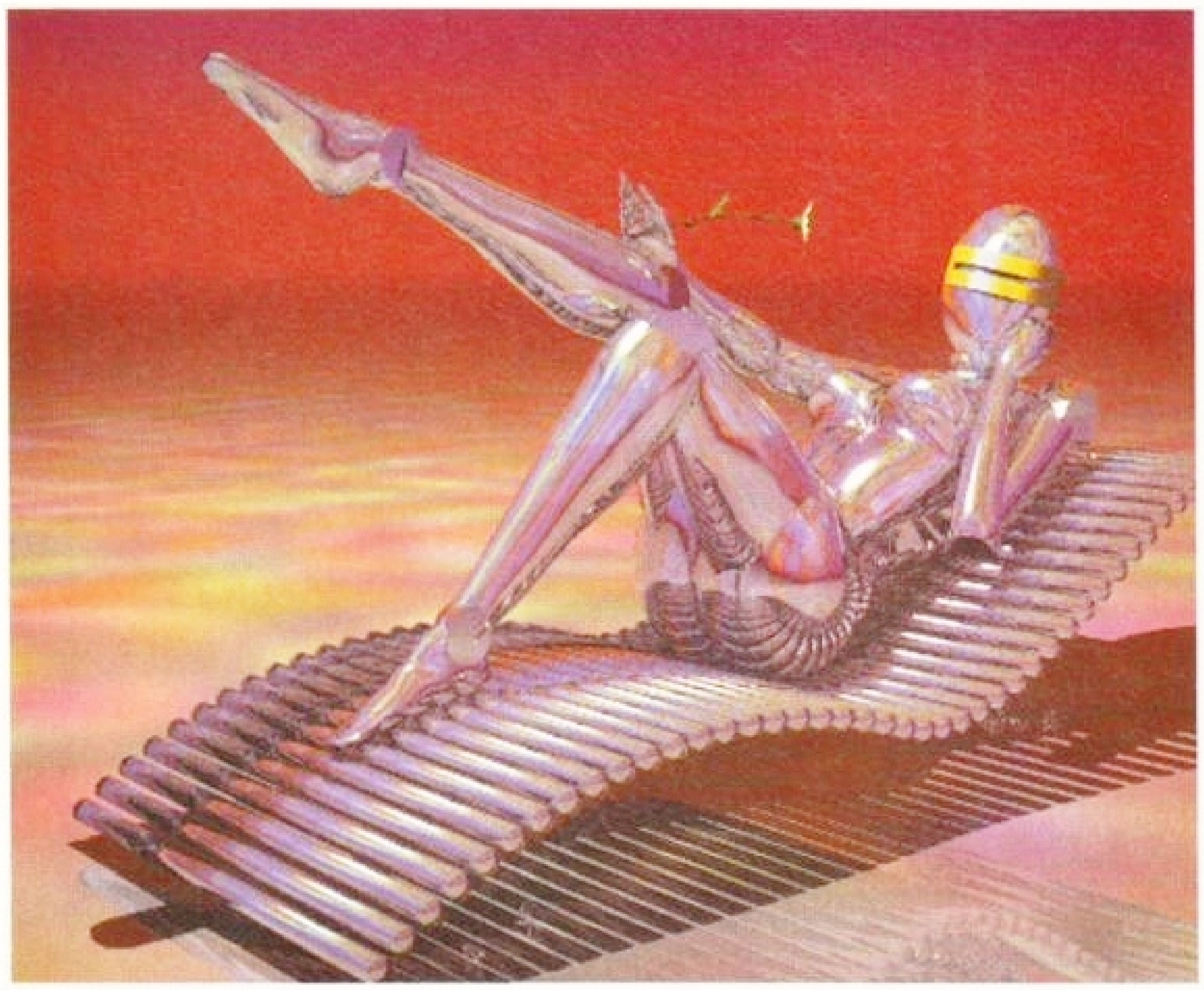
4 If you choose to work with Two Formers a quite amazingly organic range of forms can be created. Here the cross-section can be varied along the length as before, but the profile can be different when viewed from the front or side.

Once again select Object/New. This time choose Two Formers View and None for symmetry. If you want to, keep the cross-section points when prompted. Now it should be possible to manipulate Profiles in both the Front and Side Views both with and without symmetry in each View. This gives an almost unlimited range of shapes.

Experiment with the RS/TS, Both and 90 buttons in the User Gadgets. These give various degrees of symmetry in the Two Formers. Attempt to make some flower shapes.

NB. It is also possible to produce some amazingly controlled forms by changing the Cross-Sections using the +Key and Select buttons. Load the Car.form object on the *Imagine* Coverdisk and experiment with it to find out the sort of thing that it is possible to produce.

EXPAND YOUR IMAGINATION



Imagine a rendering package with bones...

Consider rendering software with a bones feature which allows the motion of objects to be dictated by hierarchy.

Imagine adding sound to your animations...

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Your animations will look a whole lot better when you can edit motion speed on a segment by segment basis, simply by drawing curves on screen.

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Have you ever wondered how neat it would be to be able to handle objects on a particle level, and to be able to morph, colour, texture and animate those particles?



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Well, you don't have to. Just fill out the coupon (below) and you will have your very own copy of what promises to be simply the best 3D rendering package ever produced for the Amiga.

Not content with giving you the best 3D rendering software on Issue 53's Coverdisk, we are also going to offer you the opportunity to upgrade to the very latest version of *Imagine*.

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Please give me a better imagination, Imagine 3.0 to be exact.
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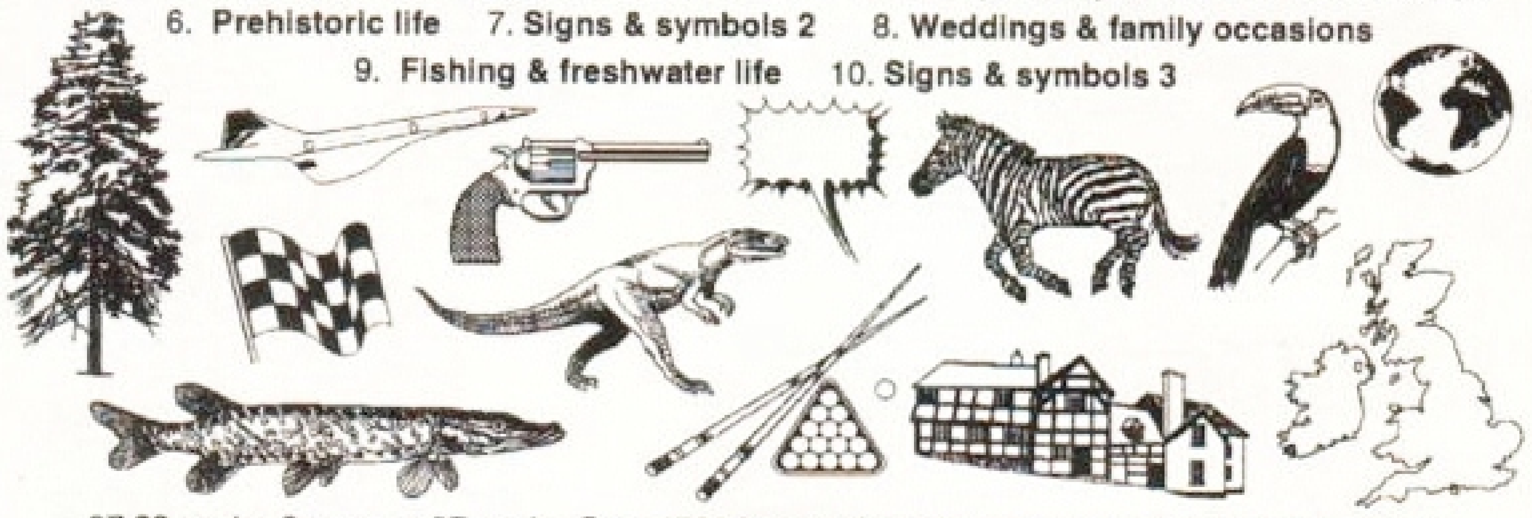
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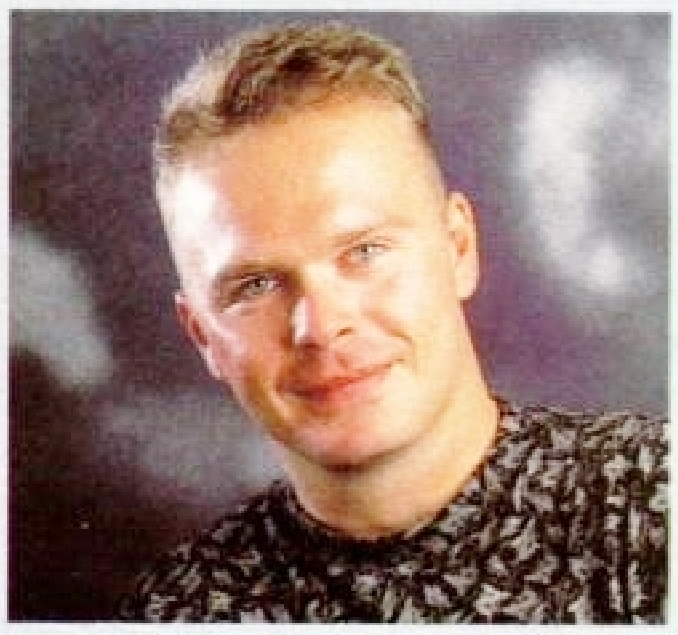
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A WORD FROM THE ED



IT'S FINALLY HAPPENED. That software support that we were promised for the CD32 has arrived. No, we haven't had 50 games released all at once, but if you turn to page 84 of this issue you will find a spread that has reviews of the latest CD32 games. Sure most of them are ports from Amiga games, but it is CD32 software however you look at it. And elsewhere in this issue you will find a review of *Liberation*, the sequel to Mindscape's rather excellent *Captive*. At present this has only been released as a CD32 game, and a fine one it is too.

We have to admit, for a few seconds even we thought it might have gone horribly wrong. But as I write this there are still 32 shopping days left till Christmas, and there's more CD32 software arriving as each one passes. The latest data from Gallup shows CD32 software is outselling Mega CD stuff. By Christmas we confidently expect that CD32 will have increased its lead.

The CD32 has not been without its detractors, many of them right here at Future Towers (though not in this office, rest assured). But now the joke's on them. CD32 is a success, it's official. We really believe this. And I for one am not afraid to put my money where my mouth is.

On 25th December 1993 one surprised member of my household will wake up to a shiny new CD32, complete with MPEG unit.

Letters

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I am interested in taking up your upgrade offer for *Imagine 3*. However, could you please confirm that the £75 package is the full version including all the manuals, and not just upgrade disks.

D Merrick, Walton-on-Thames

We certainly can confirm that our Imagine *upgrade includes all the manuals. Unfortunately, we cannot confirm that it costs £75. Due to a misunderstanding between Impulse and ourselves, we printed the wrong price. The true cost is £95. Still a bargain. If you want to take advantage of this offer, this is the last month we'll be running it, so hurry to page 197 now.*

EDUCATIONAL EDUCATION

I have an Amiga 600 and would like to know what educational software is compatible with it. I am nearly 15 years old. I go to Tir Morfa Special School and I need more practice with reading. Could you please describe what is involved in each program to help my teacher and I choose. Also can you tell me the prices.

Andrew Edwards, Colwyn Bay

If you look on pages 153-155 of this issue, you'll find some educational programs reviewed. If these don't cover your requirements, try getting hold of our Complete Software Guide *from the back issues department on page 168, or look out for the new version, which should be out early in 1994. You could also try contacting Reckitts Educational Media on 0458 253636.*

ANCIENT AMIGAS?

Did anyone else see the ancient Commodore computer in Channel 4's series *Armistead Maupin's Tales of the City*? It was on Marie Anne's desk at 9.40 ish (*yes, but what date? – Ed*). It wasn't an Amiga (I hope) but the Commodore logo was clearly visible.

Peter Warren, Sowerby

The machine you saw was, we think, a Commodore PET. PET stood for Personal Electronic Translator. This machine, based around the MOS 6502 CPU, was a popular personal computer in the mid to late Seventies. In fact, it was probably the first affordable computer, but back then affordable meant pretty sparse in terms of features. PETS had very limited sound and graphics.

WHAT'S INSIDE AN AMIGA



PRIZE

I see that you like to encourage your readers to get more out of their Amigas. As you can see from the photograph (above), I got most out of mine out, not to say all of it. Do I win a prize? If I do, I hope it is a new Amiga because I can't get it all back in again. By the way, when you send me my new Amiga, could you include a Hasselblad too? Just after this picture was taken, the photographer dropped his camera and now we've got the most out of his camera too! If his mum finds out she'll get the most out of him.

Ben Kamphuis, Hengelo, Netherlands

Well, we do like to encourage our readers to use their machines in new and exciting ways, but that wasn't quite what we had in mind. Sorry, we can't send you a new machine, we don't have many spare because Nick and Richard keep disassembling them, then experiencing the same re-assembly problems you are having.

We like your letter (and picture) though, so have a free AF *subscription.*

STICKY SWITCHER

I've got an Amiga 1200 but when I want to play games like *Street Fighter 2* and *Body Blows* my dad has to disconnect the mouse, then plug in another joystick. What I thought you could do is this: Have an adaptor that plugs into the mouse socket. This in turn divides down into two sockets so that you can plug a mouse and a joystick into it. If you had a switch on the adaptor so you could switch between the mouse and the joystick, then you wouldn't have to keep unplugging the mouse, which eventually damages the pins.

Peter O'Connor (aged 9), Poole

What a brilliant idea. In fact, like most good ideas, it is so good that someone already

Continued overleaf ☛

The Gallery

Sponsored by MAX Graphics Limited

Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too.

The best image each month will win a huge (and we're talking big) poster print-out, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

If you need your artwork printed out, give Max Graphics a call on 0222 522332, or write to them at 168 North Rd, Cardiff, CF4 3BJ.

They offer a full range of Amiga output services, including their Colossal Colour system which can print images right up to poster size.



Fogarty Yamaha by C P Voyce of Cromer.

FAIR COMPARISON

I am the owner of both a Mega CD, and Amiga 600. I buy your magazine, and I feel that the constant comparison between the Mega CD and the CD32 are totally unjust. I can understand that the CD32 and the Mega CD are both the very first CD consoles in the UK, and therefore comparisons are bound to be made, but people are overlooking one major point – the Mega CD is 16-bit and the CD32 is 32-Bit, so they are two totally different machines. A fairer comparison would be made if you were to put the CD32 up against the 3DO.

The CD32 is in fact more expensive than the Mega CD when you take into consideration that you will have to buy a MPEG unit to play FMV on CD32. The Mega CD will play FMV unassisted, and Cinepack is coming along soon to boost colours on screen to 128. This puts the CD32 with MPEG unit (at say £150) at £449 while the Mega CD and Mega Drive costs just £369.

Commodore have fallen at the first hurdle, as did Sega, with a lack of games available at the launch of the machine. I realise that 80 games have been promised by Christmas, but Sega said that as well, and we're still waiting for them.

Please stop comparing the two machines as they are totally different and neither have any games worth mentioning.

Graham How, Tyne and Wear

You are right, it isn't fair to compare Sega's rather pathetic Mega Seedy with the superb CD32, but since you wrote a whole letter doing just that, we feel you should be put right on a few points.

You seem to have got the Mega Seedy's capabilities completely mixed up. Mega Seedy is not now, nor will it ever be, FMV compatible. Sega have taken a few liberties when they describe it as capable of FMV. What they in fact mean is quarter screen, 64-colour full speed animation. This is very different to the Amiga CD32's MPEG capability, which will deliver full-screen, full-speed, 262,144-colour pictures. As for Mega Seedy needing Cinepak to enable it to display 128 colours on screen, wow! The Amiga CD32 is already capable of displaying twice that number (256 to you) without any form of hardware or software 'cheating'. Intro screens and animations can make use of the HAM8 mode which displays over 260,000 colours. Sorry, but when it comes to colours on screen the Mega Seedy is simply outclassed by the Amiga CD32.

Also, the Mega Seedy isn't a CD games console. It is just a CD add-on for an existing (and rather aged) 16-bit toy. The Amiga CD32 is the UK's first true CD console. As for your price comparison, sorry! The Amiga CD32 is £70 cheaper than Mega Seedy, since as you rightly say, you need a Mega Drive in order to use the Mega Seedy.

As far as the games are concerned, you are right, both companies released the machines with inadequate support. But Sega did it eight months ago, and still they only have about 15 games on the streets. The Amiga CD32, however, has extremely strong support from the software industry. Just take a look at page 84 of this issue to see how many games have been released this month alone. If you check back to the supplement we gave away with issue 51 you will see that there are many, many games in development for the system. And not just platforms and shoot-em-ups or beat-em-ups either. CD32 is to get the excellent Syndicate, and the impressive-looking Magic Carpet from Bullfrog.

The latest information and statistics available from Gallup, the company that compiles the computer games charts, is that CD32 software is already outselling Mega Seedy software by a handsome margin.

You say that neither system has any games worth mentioning. Well one of them hasn't, but the other's got Pinball Fantasies, Robocod, and Zool, among others. Face it, the Mega Seedy is yesterday's news. CD32 is what any crucial gameplayer will be using in 1994.

thought of it. The device you want to get hold of is the RoboShift Mark II from Meedmore. It's so clever that it doesn't even need a switch, it senses the first mouse or joystick button press and automatically switches between the two. Call Meedmore on 051-521 2202.

CAPRI CAPERS

How exciting it was to see my work reviewed in your magazine. I am referring to the review of PD Soft's disk 3109, *Capri Slideshow*, in issue 51.

I must point out that your reviewer was erroneous in part of his review. Although I am a member of the Capri Club International, the disk was not released by them.. I mentioned the Capri Club in the startup sequence as part of an agreement with the chairman in exchange for permission to use some photographs from the Club's magazine. The slideshow was a collaboration between myself and my colleague Nick Clover (Severin).

You can also tell Andy Nutall that we're not all middle aged, I own a 1983 2.8 Injection and I'm only 33.

Phil Golding, Liskeard

Sorry for the error. There has been some confusion about the origin of this disk, but now the record is set straight. I assume you are also the authors of the Racing to Victory *disk reviewed in issue 53.*

As for the 2.8i, it's a fine car. My best friend David Holdsworth had one as his first motor. And many's the excellent adventure we had in it. I even went into Alton Towers in the boot of it, back before they got the monorail. He's got a Porsche 944 Turbo now though, the yuppie git!

THUNDER WORDS

Software publishers seem eager to make games based on TV shows and films. They gave us *Tiny Toons* and *Terminator 2*, so why hasn't a game been made of *Thunderbirds*? This cult TV series has a worldwide following and two films based on it.

There are lots of different and exotic vehicles to fly and drive. And just think of the profits to be made selling 'pod' and mission disks. The characters would enable the game to be played on a pilot/rescuer problem-solving basis.

I think software houses are so used to the platform, shoot-em-up, and beat-em-up games that are mere clones of each other, that making an original and challenging adaptation is too hard.

Robert Swann, Mold

How right you are. Although at the AF offices we fall more on the Star Trek *side of the fence, we are fans of virtually every science fiction adventure series. We'd be happy to see a game based on* Thunderbirds, *but it is just possible that the licence would cost the software houses too much.*

Recently we came into possession of a rather wonderful 3D model of Thunderbird 3. It was created by Ron Thornton at Foundation Imaging, creators of Babylon 5*'s amazing 3D graphics, using* Lightwave 3D. *Ron said we could put the object on the Coverdisk of AF, to go with* Imagine 2. *We would have converted the file using Pixel 3D first, but when we checked copyright with ITC, although they didn't quite understand the concept of a 3D computer model, they demanded £1,000 before we could use it.*

If they wanted that much for the rights to use a wireframe of someone else's devising, how much do you think they would want for the rights to all the Thunderbirds *characters and craft? A lot, I'll bet.*

COMPUGRAPHIC QUESTIONS

I know that we're a dying species, but do you have to abandon us Workbench 1.3 user altogether? In case you are wondering what I am on about, I mean the Subscribers' Superdisk. In particular the fonts. I'm 14 years old and doing coursework for GCSEs. Both Harrington and Caligula look like really good fonts from the examples on the Backstage newsletter, and I would have loved to have used them in some of my projects. Can you please make sure that all future fonts work on WB1.3?

And now, on to my second point. What is a Compugraphic font? Could you please explain this term for ordinary Amiga users like myself.

Rajnish Bhaskar, Ballymagorry

Let's take these two questions in reverse order. There are two types of font, bitmap ones, and vector (or outline, or structured) ones. If you enlarge a bitmap font it will become pixelated, but an outline font will stay smooth, and look much better. Compugraphic (or CG) is the type (or one of



Jupiter by Jeroen Kloppenburg of Deventer.



Point of View by Maurizio Marotta of Salerno.



War of the Worlds by Andy Bee of Plymouth.

the types) of outline font used by Amiga programs. There's absolutely nothing stopping you from using Compugraphic fonts on your Workbench 1.3 machine. All you need is some software that makes use of this type of font. Most recent packages can.

I think you are getting a little confused by the fact that WB2.x and 3.x can use Compugraphic fonts. You see, Workbench is just a program, similar to many other programs, and the earlier versions couldn't use CG fonts for file names and menus. You can use CG fonts on your machine, just get the right program.

DOUBLE DUTCH

All right, I'll get straight to the point. I'm writing to complain about your double standards. As most highly-educated readers will know, this is where you say one thing and then do the opposite. Well, this occurred in *AF*53 on pages 204 and 205. On page 204 you printed '*AF* is crap' in nice big capitals as a title so that everyone would see it. Then on page 205 you printed 'If we didn't have a policy of not swearing in print', indicating you do not swear in print. So you've got some explaining to do. Make it good!!

Matthew Miliffe, Stonyhurst

What is a swear word and what is not? At AF, we have a steadfast policy of not swearing in print, but we simply do not regard the word 'crap' as a swear word. Certain words which are taboo to one generation are often found acceptable by the next. Even my mother who believes, quite rightly, that using swear words shows a basic inability to express oneself effectively, isn't offended by the word crap.

DEMONSTRATION FRUSTRATION

Having just upgraded from my trusty old A500 to a brand spanking new Amiga 1200 I thought that I might as well upgrade my printer too.

Having read your glowing report of the Canon BJC600 I came to the conclusion that it was the printer for me. I quickly searched through your magazine to find the cheapest mail order price. I was quite impressed when I saw an advert for a shop in Leeds which quoted the price as £464.99.

I quickly arranged with a friend to go to their showroom on Sunday 7th November for a demonstration of the printer (I wasn't parting with my cash until I had seen it with my own eyes, this is not a cheap printer).

When we arrived at the showroom, which from the advert gave the impression of being a large shop, we were a little shocked to find it was only the size of my local computer store. Having looked around the shop, and not finding the printer on display, I grabbed the attention of one of the assistants. I asked the 'young lad' if he could give me a demonstration of the printer and he disappeared into the back area of the shop. He re-appeared to tell me that he couldn't give me a demo because all the printers were stock, and demoing them would make them used.

I was a little shocked by this, I asked if the price of £464.99 was correct. "Oh! No!" he said, "the actual price is £574.99." Well, I was just a bit annoyed at this, having travelled over 60 miles. I asked if they had any examples of printouts, he disappeared into the back of the shop again and came back with a Canon sales leaflet. My friend stared at me. I stared at him. We both left the shop very annoyed.

I would like to say that I would never buy anything from that shop.

After a few days I went to a local shop who explained that they did not stock Canon printers, since the High Street shops could offer better prices. But they said they could get me one. I enquired about the BJC600 and they said it would be £586.99 including VAT. After talking to the assistant I managed to get this down to £580. I bought the printer, and I am very satisfied with it.

I would just like to tell all users to support their local small shops. Most of these give great service and deserve to be supported by the public.

Darrell Towler, Blackburn

I have every sympathy with your plight, and we are glad to hear that you eventually got the printer you wanted. We agree that supporting your local specialist store is good advice indeed. But you did still end up ordering the product without having had a first hand demonstration of it.

There are one or two things to take into consideration when you intend to buy a product. You say that you arranged with your friend to visit the shop for a demonstra-

Continued overleaf ☛



Little Mermaid by Stephen Vice of Leicester.

The Gallery Sponsored by MDX Graphics

THE MAN AT THE TOP

Keen to increase communication between The Big C and the Amiga community, Commodore UK's general manager, David Pleasance, will be replying to your letters personally on a monthly basis.



MOVING FORWARDS OR BACKWARDS?

Are Commodore planning to release a library disk full of software tools and samples, and so on? The 3DO company produce a disk like this and it speeds up the development process and keeps down costs.

Andrew Stoddart, London

In short, no. The disadvantage of developers all using the same tools and samples, is that all the games produced will have the same look and feel about them. Surely, for the avid thrill-seekers out there this would be a backward move.

MIXED BAG OF WORRIES

Why did Commodore drop the 23-pin video output for an S-Video ouput on the CD^{32}? SCART TVs are ten-a-penny giving a beautiful picture with RGB, but S-Video TVs are £600-700. This is annoying – by the time the CD^{32} A1200 add-on comes out, at least half the A1200s will already have RAM or accelerators in the CPU slot, and this is where the CD will have to plug in because Commodore messed up when they didn't put the chunky pixel chip in the A1200.

The unit will contain everything except RAM/ROM/CPU anyway so it will probably cost all of £50 less than a full CD^{32}. So what's the point? All we need is an A1200-CD^{32} lead for treating the CD^{32} like a dumb CD-ROM. So I either spend £300 on a console with fuzzy TV output or £1,000 for arcade-quality output. Perhaps I should rip open the console and solder my own RGB lead – heck it only costs £300!

Paul Jarrett via CIX

Amiga CD^{32} is a games console, the best in the world. We have taken the view that if CD^{32} is purchased for young children, the TV they use will probably be one of the smaller portable types very few of which have SCART. That is why we supply an RF lead. If the purchaser is an existing Amiga owner, there is every chance they own an A1084S monitor. The S-Video socket was included because the Amiga CD^{32} is also a very effective low-cost multi-media delivery platform, and the ability to connect to S-Video which, as the major format in the USA, is extremely useful.

With reference to the A1200 CD-ROM device, I would like to clarify the following points:

1) Commodore are still evaluating the viability of such a device, which is likely to be only marginally less expensive than the CD^{32}. However, at present, no solution has been found to the problem of the fact that the CD-ROM add-on cannot support a full motion video card. This, I would suggest, does not make good commercial sense.

2) To say we "messed up" because on a later model product we included some technology which was not included in the previous model is, to say the least, unfair.

3) I believe that an interface connecting CD^{32} with the A1200 has in fact been manufactured (by a third party) but at present the software needed is not available.

Finally, I agree with you – at £300 it is a bargain. Enjoy it.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

● **We get literally hundreds of letters and faxes a day, so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.**

● **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.**

● **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**

● **Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0458 273279.**

Work BENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS

If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

Readers' LETTERS

The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*,
30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.
WHATEVER COMPETITION, *AMIGA FORMAT*,
29 MONMOUTH STREET, BATH BA1 2DL.

Special OFFERS

If you've ordered something from the *Amiga Format* Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0458 274011.
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Faulty COVERDISKS

The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

tion. But did you arrange with the shop themselves? Shops that carry a great many product lines cannot be expected to have every one of them on display at all times. A quick call would have saved you a 60 mile trip, or would have given the shop the chance to organise a demo for you.

You also will have noticed that their price was far lower than any other advertised. In this case it would have been best if you had checked that price by phone. If you re-examine the advert you will see that the price is exactly the same as that for the Canon BJ330 which is above the BJC600 in the advert. This implies that it was a typographical error, rather than an attempt to mislead. Basically in the Canon range, as the model number gets higher, so does the price.

We are familiar with the company you visited, and we have always found them to be a reputable firm. It is unfortunate that you did not call the number that we placed on the review of the Canon BJC600. That company, Phoenix Computerworld, are also based in Leeds, and they would have been happy to give you a demo of the printer. And they sell it for less than you eventually paid. The lesson here is, always call and check before travelling, or sending money.

HELPFUL SUGGESTIONS

Why, Oh why have you changed the magazine paper in *Amiga Format* to a new paper which is of a similar substance to bog roll? Is it maybe because you can't afford the glossy paper anymore? If this is the case then look no further because I have 10 solutions to your problem…

1) Don't put up the price of *Amiga Format*.
2) Rob a bank.
3) Make lots of forgeries.
4) Use toy money (this might not work).
5) Sell your Porsche 944 Deluxe Mr Editor type bloke.
6) Rent out your *AF* offices to termites.
7) Ask Mr. Major for 20 per cent of his annual wage.
8) Stop doing the special subs' disk, I don't subscribe you see.
9) Sell off any stationery you have in the *AF* offices.
10) Sell the *AF* offices and work from a shed.

I hope these suggestions have been of help to you, and that I don't see the bog paper in *Amiga Format* any more.

Jon Bell, Poole

We changed to the new paper because we like it more than the old stuff. It is thicker and more opaque, but doesn't weigh any more.

But as for your suggestions:

1) How will keeping the price down help us? This isn't really a suggestion at all is it?
2) Can't edit AF from gaol now, can we?
3) See answer to 2.
4) No (it wouldn't work).
5) I drive a 1970 VW Beetle.
6) We just managed to get the termites out.
7) If Major has any money to spare we'd rather see him spend it on the economy and the Health Service.
8) No. You should, you see!
9) What would we write on?
10) Have you seen our offices? We'd get more for the shed.

No, your suggestions weren't very helpful at all. Anyway – the new paper costs the same as the old stuff.

A SOFTIE SPEAKS OUT

In Amiga Format *issue 53, we encouraged readers to write to Bridgett Hirst at US Gold if you want to see LucasArts' games being made available on the Amiga. Bridgett has been completely inundated with letters, and she has taken this opportunity to reply to you here in* Amiga Format…

Firstly, apologies for not responding to every reader who wrote to me in person. It's a particularly busy time of year for me. Thank you to everyone who wrote in, the letters came on top of the phone calls I regularly receive.

I understand everyone's frustration because I myself have an Amiga at home and would love to be able to play games such as *Day of the Tentacle*, *Sam and Max Hit the Road* and *X-Wing*.

Unfortunately, one of the main reasons for the majority of US developers turning their backs on the Amiga is, as Marcus highlighted at the recent Future Entertainment Show, piracy! While so many people continue to copy and sell Amiga games, who can blame the industry giants from investing their resources in other formats?

As a company, US Gold is endeavouring to continue to produce more quality games for the Amiga. Last Christmas we brought you *Streetfighter 2* which is now available on Kixx XL for just £14.99. This Christmas sees the release of *Kingmaker* and *Winter Olympics*, plus further Kixx titles such as *Cruise for a Corpse* from Delphine.

So come on guys – if you want to see the industry getting behind the Amiga, stop the piracy and help us prove to the Yanks that the Amiga is still a commercially viable format.

Bridgett Hirst, US Gold

COME ON... FEEL THE WINNERS

The winners of our Get Yourself Connected competition to win a fabulous US Robotics Sportster Modem are: PJ Snaden, of Fernbank Road, Redland Bristol; S McGaruie, of Westhill Avenue, Milford Haven, Dyfed and Nigel Hastie of Earsden, Whitley Bay, Tyne and Wear. We were inundated with entries for the competition but our three winners correctly said that the Phoenix is the mythical bird that rises from the ashes; that the Harley Davidson Sportster has engine sizes of 883cc or 1200cc; and that the famous Australian entertainer who used to endorse the Stylophone is Rolf Harris.

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NEXT MONTH

GAMES: IS THE PRICE RIGHT?

YOU MAY BE new to the Amiga or you may have owned one for some time, but you surely must have wondered about the price of games? Do a couple of disks in a cardboard box really have to cost that much? And what about the CD titles – aren't they supposed to be cheaper to produce? So why do they cost the same price? And just who gets all this money anyway? Are the programmers holidaying in Barbados, or do the games companies themselves just make a killing?

The *Amiga Format* team put on their best trenchcoats and, pausing only to adjust the Press badges in their hats, got out and about to blow the lid on where all the money goes and how the deals are made. You may be surprised at some of the answers – we certainly were.

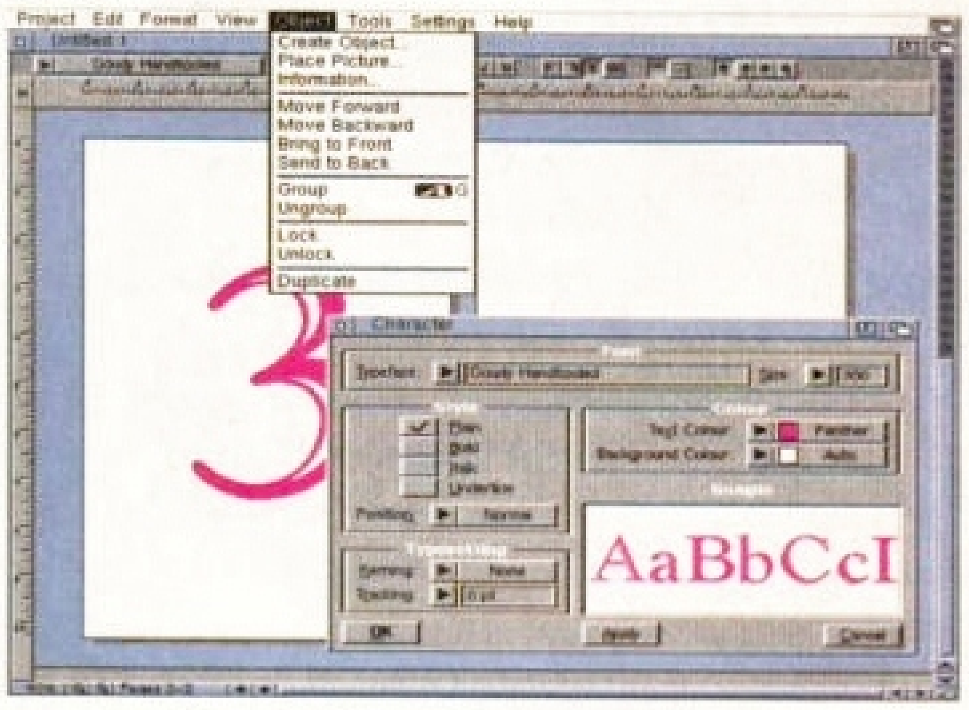
As always, the rest of next month's magazine will save you money as our usual crop of expert reviews tell you what to buy and what to avoid. Our experienced gamesplayers will be expressing their opinions on top new releases such as *Maelstrom* and *Campaign2*, while the techie boys cast their eyes over the intracacies of *Protext 6*, a new double disk drive, and hopefully a few more hardware goodies for A1200 owners.

Of course, we will be continuing our tutorials on *Imagine* and *Blitz Basic*, so if you haven't got to the bottom of these two excellent Coverdisk giveaways yet, you had better keep reading. We will also be continuing our rather excellent Workbench tutorial, so if you are still confused by file copying and disk formatting, you don't want to miss it.

WORDWORTH 3

You'll be pleased to know that next month's Coverdisk offerings will include an exclusive useable demo version of *Wordworth 3*.

Wordworth has long been a favourite word processing program for the Amiga, and this latest version promises to be the best yet. *Wordworth* has been improved greatly since the earlier versions. In appearance it is similar to *Wordworth 2* (which will be familiar to new owners who got the Desktop Dynamite pack for Christmas). But looks can be deceptive, because *Wordworth 3* is much easier to use. Object orientated programming techniques will bring you the latest in snap menus and "modeless object transporters". If you want to know what all that means, you'd better meet us on the shelves next month.

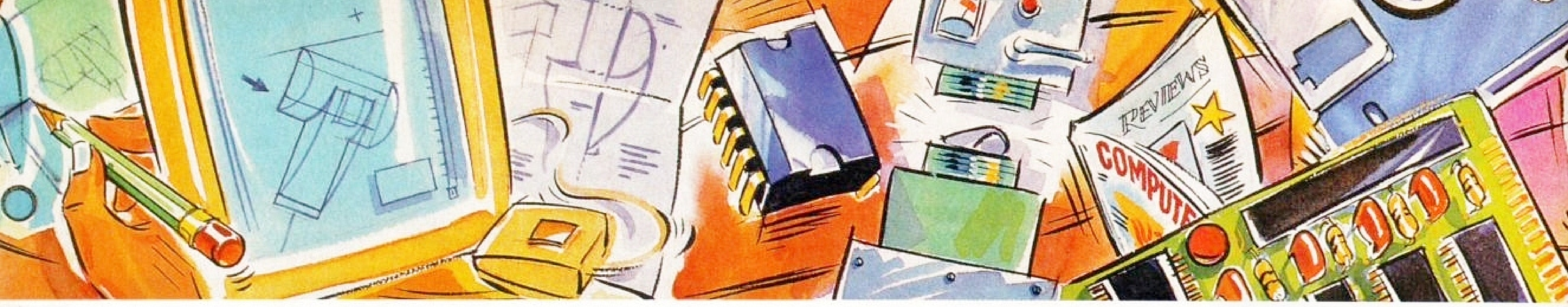


***Wordworth 3* – it's fab and it's on our disk – what more do you need to know?**

But we're not finished yet. Our other disk will contain an excellent playable demo of the latest in the *Robocod* series – *James Pond 3*. If you have missed the previous incarnations of this amazing fish, you should definitely make a date to see him on 27 January.

ALL THIS AND MORE can be yours for keeps. It's amazing really. And since that funny bloke at Number 11 decided not to charge VAT on magazines, you can still pick it up for the amazing price of £3.95!

ISSUE 56 FEBRUARY!
WAITING FOR YOU AT YOUR NEWSAGENT FROM 27 JANUARY



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128MB Optical Internal **£779**
128MB Optical External **£879**
128MB Optical Disk **£39.95**
SCSI Controller A2000 .... **£129**

video*backup*



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syquest*drive*

3.5" Removable HD from Syquest. Each cartridge stores 105MB.

3.5" IDE Internal A2000/A4000 .**£499**
3.5" IDE External **£579**
3.5" SCSI Internal **£539**
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3.5" 105MB Cartridge **£79**

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We can supply SCSI or IDE 3.5" drives in many sizes.

52QMB **£169**
80MB **£179**
160MB **£249**
200MB **£349**

ide*internal*

2.5" Miniature internal HD for the A600/A1200, (these drives come complete with a cable and installation software)

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80MB Internal HD **£179**
120MB Internal HD **£229**
170MB Internal HD **£270**

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Trifecta 500 LX 80MB HD **£295**
Trifecta 500 LX 160MB HD **£359**
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a600*memory*

1MB RAM with battery backed clock.

A600 Memory **£39.95**

1.5MB*memory*

Fully supports 1MB of chip RAM and compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened , this may effect your warranty)

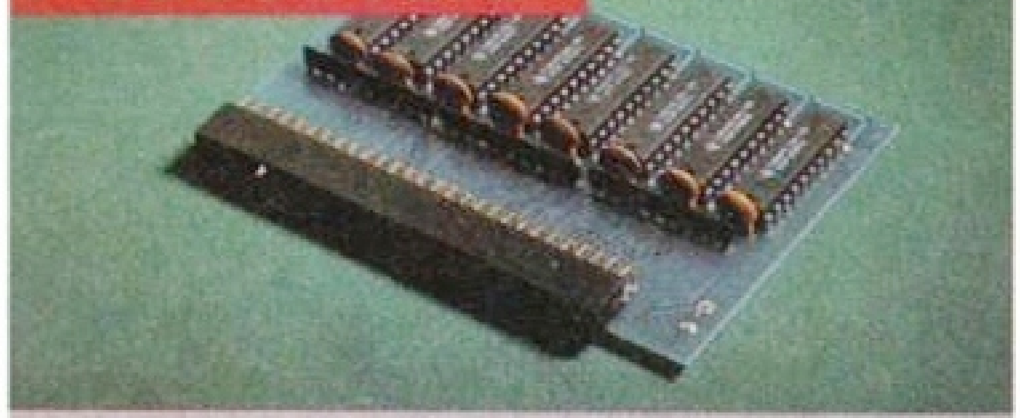
1.5MB Memory **£85**

1MB*thru'port*

Fully supports 1MB of chip RAM and fully compatible with Fatter Agnus. (Requires Kickstart 1.3 and above, not compatible with A500+. Your Amiga needs to be opened, this may effect your warranty)

1MB Thru' port **£49**

PC501+*card*



High quality memory card comes with 1MB of RAM on-board to expand your Amiga A500+ to 2MB of Chip RAM. (Fits in the trap-door, does not affect your warranty)

£36

a500*memory*

4 Chip 512K RAM expansion with or without battery backed clock. Free software included. (A500+ compatible)

A500 Card with clock **£29**
A500 Card without clock **£24**

a500*8mb board*

Expand your Amiga from 2MB to 8MB of RAM. Plugs into side slot, full auto config. and full through port.

A500 2MB Board **£139**
A500 4MB Board **£219**
A500 8MB Board **£299**

a2000*8mb board*

2MB to 8MB expansion for the A2000. Full auto config., IDE interface and 12 months warranty

A2000 2MB Board **£139**
A2000 4MB Board **£199**
A2000 8MB Board **£289**

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special*offer*

PC1208 68882-20MHz OMB RAM board.

PC1208 68882 20MHz **£109.95**

power*drives*

All Power Computing's disk drives come with a 12 month guarantee. The PC880B is available with Blitz Amiga, Blitz and X-Copy or Cyclone compatible (this drive is only available to registered owners of X-Copy Professional). The drive comes in a choice of two colours, black and cream.

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PC882 Amiga 2000 internal drive **£40**
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PC880B*drive*



The award winning external disk drive which includes Anti-click (cures that annoying click), Virus blocker (prevents viruses) and built-in backup hardware. Now available with Cyclone compatible chip.

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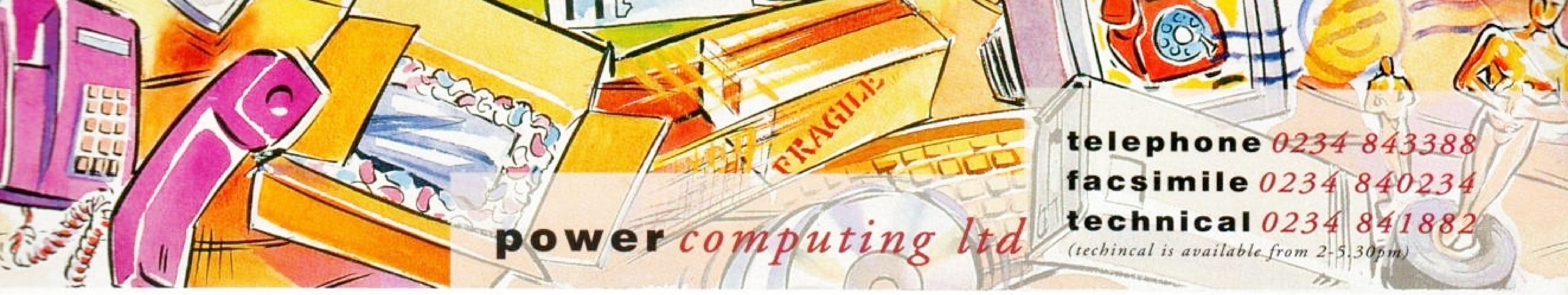
x-backup*pro*

Extremely powerful disk back-up utility, uses the latest custom chip design. Hardware designed by Power Computing.

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A600/A1200 Colour Scanner available soon

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epson *GT-6500*

A high resolution 24-bit colour flatbed scanner from Epson. Scan up to A4 in size on this 600DPI scanner. Comes with PowerScan or ASDG (ASDG is an extra £99). GT-8000 scans up to 800DPI.



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Epson GT6500 ASDG **£798**
Epson GT8000 PowerScan **£1199**
Epson GT8000 ASDG **£1298**
Document Feeder **£399**

power *scan 4*



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£119

power *scanners*

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PowerScanner 4 (colour) **£239**
PowerScanner 4 inc. OCR **£159**
PowerScanner 3 .... **£99**
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Scanner 4 Upgrade software **£20**
OCR Junior Software **£49**
OCR Full Version Upgrade **£49**
(OCR full version is only available to registered users of OCR Junior)

auto *rom sharer*

ROM Share **£19.95**
ROM Share inc. v2.04 .... **£50**
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ROM Share A600 .... **£29**
ROM Share A600 v1.3 .... **£55**

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900KHz sampling rate, dynamic filtering, anti-aliasing filter, over 32 special effects and many more

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A1200 Pack 60MB HD **£699**
A1200 Pack 80MB HD **£729**
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A1200 Pack 170MB HD **£849**

For Desktop Dynamite add £60

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A4000 040 330MB HD 4MB **£2229**
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Both systems come with 2MB of chip RAM

colour *monitors*

Commodore 1084st **£179.99**
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Huge range of printers available, Star, Citizen, Hewlett Packard and Epson. Please telephone for prices and your requirements.

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Power Computing can supply a huge range of chips and spares, including RAMS for the Amiga, hard drives, power supply , cables etc.

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Supra Modems come complete with English phone cable, RS232 serial cable, heavy duty PSU and comms software, send and receive fax's, 100% compatible with industry standard 'AT' command codes, free trial offer to various services.

Supra Fax Modem+ **£119**
Supra Fax Modem 32BIS **£229**

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The Floptical stores 20MB of data on a 3.5" disk (a SCSI interface is required).

Floptical A2000 Kit **£289**
Floptical A500 External **£389**

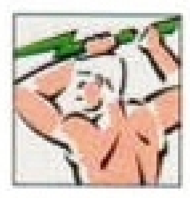
pro *software*

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order *form*



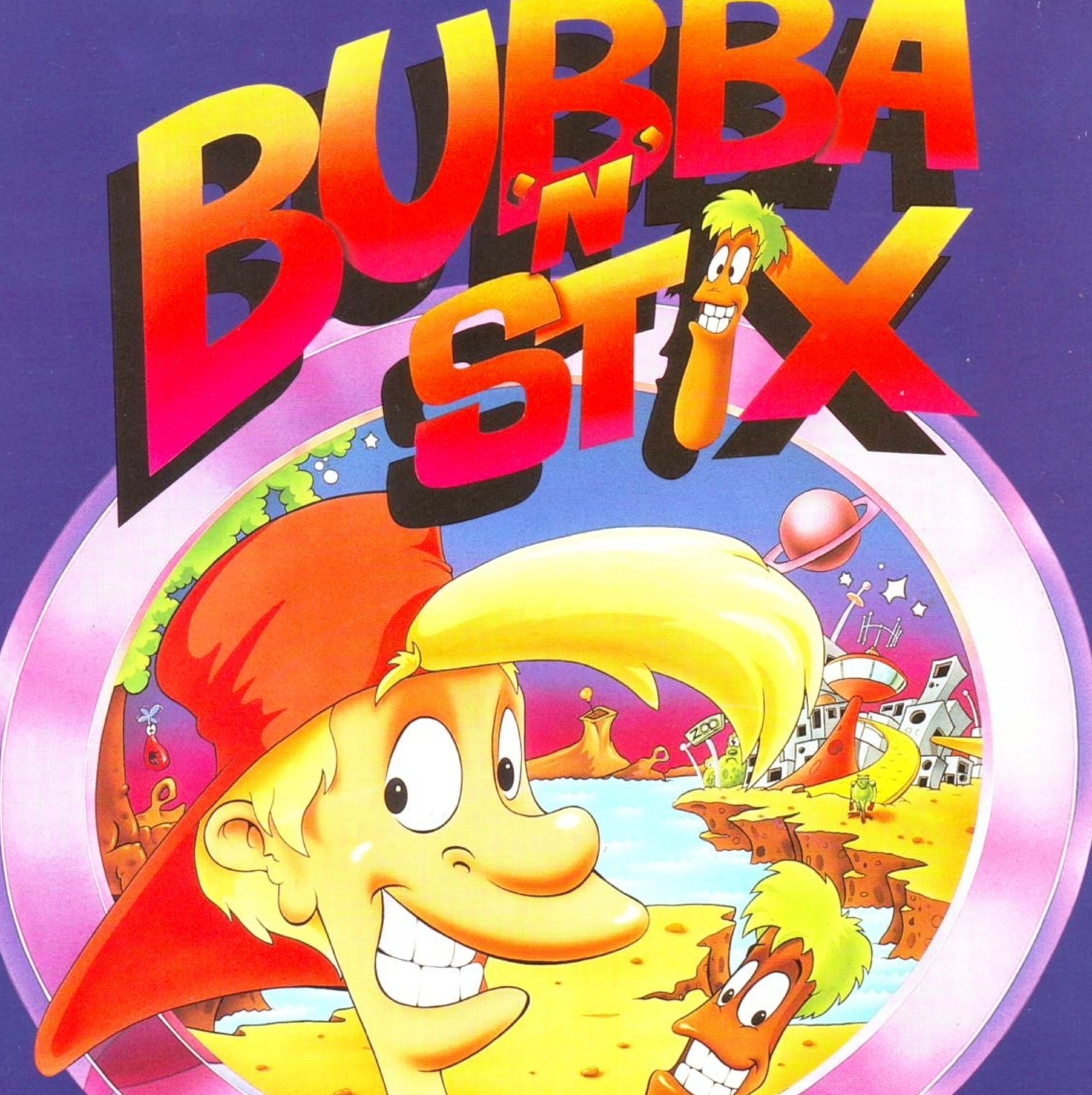
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Screen shots taken from Amiga version

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